COMPUTING

OVERALL AIM: To develop pupils' computational thinking and problem-solving abilities, equipping them with the skills required to be successful in their future careers. Our aim is to build pupils' resilience to enable them to become creative, critical thinkers who can apply their skills to any challenging situation and learn from mistakes. Our broad and balanced curriculum is designed to equip pupils with the skills and understanding to live and work in a technological world. This includes being able to use a variety of ICT and coding software. We aim to develop pupils' knowledge, skills and understanding through exposure to key computational concepts. The computing curriculum has been designed to ensure pupils have sufficient knowledge to stay safe onlline, understand how computers work and be confident when using them.

ACADEMIC

Pupils develop crucial online communication skills and gain a fundamental understanding of its impact and appropriateness for a variety of audiences and purposes. Pupils develop computer literacy and an understanding of online safety. Pupils' collaboration skills are enhanced through group tasks and projects. Pupils' organisational, time management and project management skills are improved through completing longer tasks.

Pupils develop a passion for computing and become equipped with an array of problemsolving skills. Pupils understand how to use computers more efficiently and effectively which benefits their progress across the curriculum.



Pupils build resilience through programming and coding tasks. Their confidence and self-esteem is enhanced through expressive computing and helping others with technical problems. Pupils learn to accept mistakes are part of improving (particularly with programming). Pupils learn to be adaptable in different situations and think effectively and logically about solutions to technical issues.

INNER

