



### 1. Intent

The aim of our Computing curriculum at Beardall Fields is:

- For children to develop resilience and confidence in computer programming and algorithms
- For children to know how to stay safe online and take responsibility for their online actions
- For children to apply their knowledge, skills and vocabulary in computing across other curriculum subjects
- For all children to be able to showcase their ability and potential in computing

### 2. Implementation

The ways in which we implement these in school is through:

- A clear long-term plan where knowledge and skills is built upon year on year
- Weekly timetabled computing slots (with additional time possible)
- Children being given time to explore reasons behind successes and failures in computer programming
- Safer Internet Day, visitors and assemblies
- Working with parents to keep them up to date on digital/online safety
- Up-to-date software and devices that support children's learning
- The opportunity for children to become Digital Leaders to champion the Computing subject in school and support their peers and school staff.

### 3. Impact

The impact of this will be:

- Children will leave Beardall Fields with a wide knowledge and range of skills in computing
- Children will be equipped to stay safe online and know what to do if they ever feel unsafe
- Computing will have a raised profile across school, beyond 'gaming'
- Inclusive lessons where basic computing skills are taught alongside more complex ones
- Teachers will be confident in delivering a high-quality computing curriculum, with evidence to support this across all year groups