WIGAN ST. ANDREW'S CE PRIMARY SCHOOL

COMPUTING CURRICULUM – INTENT, IMPLEMENTATION & IMPACT

Intent

Our Computing curriculum aims to equip children to use computational thinking and creativity, to understand and change the world.

Children are taught the principles of information and computation; how digital systems work and how to put this knowledge to use through programming. They are equipped to use information technology to create programs, systems and a range of content. The Computing curriculum will enable children to become digitally literate – able to use, express themselves and develop their ideas through information and communication technology. We intend to motivate and inspire children through lessons that engage and challenge all learners.

Our curriculum is designed to deepen knowledge and develop skills, ensuring effective progression within each aspect of Computing, across all year groups. Our Christian Values, alongside our School Mission Statement of 'With God, All Things Are Possible', are at the heart of our curriculum and all that we do at Wigan St. Andrew's.

Implementation

In Computing, we implement an inclusive curriculum that meets the requirements of the National Curriculum. Our curriculum is well-planned and provides cross-curricular opportunities.

The Computing Curriculum has three strands: Computer Science, Digital Literacy and Information Technology, and children develop their knowledge and skills in these areas. They are taught the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.

Computer Science	Information Technology	Digital Literacy
Computational Thinking	Word Processing/Typing	Self Image and Identity
Programming	Data Handling	Online Relationships
Computer Networks	Presentations, Web design and eBook	Online Reputation
	Animation	Online Bullying
	Video Creation	Managing Online Information
	Photography and Digital Art	Health, Wellbeing and Lifestyle
	Augmented Reality and Virtual Reality	Privacy and Security
	Sound	Copyright and Ownership

Children analyse problems in computational terms and have practical experience of writing computer programs, in order to solve problems. They evaluate and apply information technology, including new or unfamiliar technologies. By instilling creativity and enthusiasm in our children, learning can be extended by accessing a range of software at home, including Scratch and Scratch Junior.

It is vital that children develop research, investigational and many other cross-curricular skills during their studies. The Computing curriculum is a fun, exciting and dynamic subject, where children learn to use a range of programs, thinking skills and a wide variety of new and innovative equipment.

Our curriculum is delivered through highly effective 'quality first teaching'. Children have dedicated computing lessons in our computing suite and they are taught computing skills across other curriculum areas. We have 2 full class sets of Ipads which are used across Key Stage 1 and Key Stage 2 for Computing lessons.

Our Computing curriculum promotes children's Spiritual, Moral, Social and Cultural development, ensuring that they are reflective and responsible citizens. Fundamental British Values are actively promoted in Computing lessons in order to prepare the children for life in Modern Britain.

Impact

Our Computing curriculum enables children to become both users and creators. Across all phases of the school, children understand algorithms and programming and how this all fits into our digital world.

We pride ourselves on embedding the safe, respectful and responsible use of technology, recognising both acceptable and unacceptable online behaviour and identifying a range of ways to report concerns about content or contact.

Children are responsible, competent, confident and creative users of information and communication technology.