



Intent

At Newtown CE Primary School, we want pupils to be masters of technology. Technology is everywhere and will have a pivotal role in our children's lives. Therefore, we want to model and educate our pupils on how to use technology positively, effectively, responsibly and safely. We want to provide our children with a broad and engaging curriculum that encompasses computer science, information technology and digital literacy. We also recognise that the best prevention for some of the issues that we currently see with technology/social media is through education.

We aim to achieve a balance between providing a knowledge rich curriculum along with plenty of opportunity for pupils to apply their knowledge creatively so that we help children begin their journey to becoming skilful computer scientists. We encourage staff to try to embed computing skills across the whole curriculum to make learning creative and accessible.

Implementation

At Newtown C of E Primary School, children experience 6 half-terms of computing each year, this allows them sufficient time to become fluent in their knowledge and skills, and embed revisited knowledge throughout the year. Our Computing curriculum teaches and encourages children to work independently and also as part of a team to solve, analyse and evaluate problems. Key knowledge and skills for Computing have been mapped across the school from EYFS to Year 6 to ensure progression between year groups.

There are three aspects to the computing curriculum:

- Information technology
- Computer Science
- Digital Literacy

Computer Science underlines the knowledge and skills relating to programming, coding, algorithms and computational thinking. Information Technology develops the knowledge and skills children need relating to communication, multimedia and data representation and handling. Digital Literacy covers the knowledge and skills relating to online safety and technology uses.

Units are practical and engaging and lessons cover a broad range of computing components such as coding, spreadsheets, internet and email, databases, communication networks, touch typing, animation and online safety. Learning opportunities for e-safety are integrated throughout the units and children also spend further time exploring the key issues associated with online safety throughout the year.

A major component of our Computing curriculum is 'Internet Safety', in which we equip children with the knowledge they need to keep themselves and others safe online. Our Computing curriculum prepares our children for the ever-changing world of technology and enables children to become digitally literate thus preparing them for the future workplace and as active participants in a digital world.

Impact

We want our children to enjoy the curriculum we deliver and be able to use technology effectively, confidently and safely. We want our learners to recognise, discuss and appreciate the impact computing can have on their learning, development and life. Finding the right balance with technology is key to an effective education and a healthy lifestyle and we hope to provide the children with the first steps that they can continue to build on in their next stage of education and beyond.