Computing Curriculum

We follow the National Curriculum as set out below to ensure consistency, support children to progress well and be ready for the next stage of their education and inform them how to develop computing skills. We aim to provide a high-quality computing education which gives children the opportunity to ensure they are able to use the technology safely when online and equip them to use their thinking and creativity in a digitally evolving world.

The coverage below allows our family of schools to work collaboratively. Each school can plan and deliver each unit in their own way using resources of their choice. Beyond the content outlined below, each school has the flexibility to plan and deliver their own units of work.

Key Stage One

Children across our primary schools will be given opportunities to gain a basic understanding of how each component of a computer works and understand how a tablet works making comparisons and identifying differences. Children will learn word processing skills and how to simply create and debug programmes, as well as use technology to create digital media. Children will begin to learn how to use technology safely and respectfully including keeping personal information private.

Lower Key Stage Two

Children across our primary schools will be given further and extended opportunities to learn how to code, programme and debug using software such as Scratch). Children will learn how to use software safely including email, video calling, online chat and social media. Children will further develop their skills of using technology to create digital media. Children will further explore and understand how to use technology safely and respectfully including keeping personal information private.

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