Computing Curriculum at Bletchingley Village Primary School and Nursery

Intent, Implementation and Impact

Intent
At Bletchingley Village Primary School, our aim is to empower our children with essential computing skills, knowledge and understanding to navigate and excel in an increasingly digital world throughout their lives. The intent of our Computing provision at Bletchingley, is that children will receive a high quality curriculum, centred on practical, creative projects, fostering a progressive development of skills and knowledge. Our curriculum ensures ample opportunities for revisiting and reinforcing key concepts, ensuring deep learning and skill mastery as students advance through the school. Knowledge and skills will be acquired across all three strands of the computing curriculum – computer science, digital literacy and information technology. We will ensure that by the end of KS2, all children have acquired the skills required for their progression to Secondary School, and for their future as active participants in a digital world.
Implementation
We aim to ensure that teachers are able to confidently deliver high quality units of work across all strands of the computing curriculum using reliable technology and resources, evaluating progress and supporting all children in the acquisition of knowledge and skills. We use Teach Computing (created by NCCE) which is constructed using a spiral curriculum to ensure that topics are regularly revisited and links are made between different units. We deliver the computing curriculum in a variety of ways: ▪ Through discrete computing lessons every week that focus on the key elements of Information Technology, Computer Science and Digital Literacy. ▪ Information Technology (creating media): our classes are introduced to a wide range of software with a focus on acquiring the key skills of touch typing, word processing, preparation of presentations and use of spreadsheets, as well as working with digital data, images, sound and video. ▪ Computer Science: computing systems and networks, programming, data and information. ▪ Online safety – this is covered weekly in an Online Safety in class assembly delivered appropriately for each year group.
Impact
We seek to ensure that children enjoy attaining computing skills and knowledge, including vocabulary, at each key stage in line with national curriculum objectives. We measure impact through assessment of attainment of units of learning. Assessments are completed pre and post unit. We evaluate the projects and digital content the children create and their understanding of the processes they have used.