Curriculum Statement for Computing

Computing Intent

At Highbury the intention of the Computing curriculum is to enable children to engage, inspire and challenge pupils, equipping them with knowledge of the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge it ensures children become digitally literate and are able to use information technology to express themselves and develop their ideas through creating programs, systems and a range of digital content. The computing curriculum provides all children including the disadvantaged the opportunity to experience a range of digital competences using our school values to promote the learning of computing and enabling them to become active participants in the digital world.

Implementation of Computing

At Highbury the Computing curriculum is mapped out across the whole school using the National Curriculum guidance, this is detailed in the whole School Curriculum Overview which maps out all the themes for each year group. The Computing Curriculum is planned with a progression of key skills in three distinct areas of computing. These areas, digital literacy, internet safety and programming are taught through theoretical and practical experiences in combination with explicit key vocabulary. The progression takes into account the prior learning and continually consolidates and builds upon what the children already know from their previous year's computing lessons. The children learn the following computing skills.

- To know and understand how to keep safe online.
- To understand what the digital world and the many different ways we access it.
- To be able to use a range of software to document and present their ideas.
- To program and debug computers to accomplish a given task

The Computing curriculum promotes reading, communication and enquiry skills so children have the opportunity to use their computing skills to deepen their knowledge of other subjects and to present and document their work to a high standard.

Impact of the Computing curriculum

Children will be learning the key computing skills of Digital literacy, internet safety and programming in stages dependent on the age and with increasing complexity as they grow up. They will be able to show their understanding through talk and explanation through extensive use of computing vocabulary and by being able participate fully in creating digital systems, programs and content. When they leave Highbury to start their secondary education the children will have a greater awareness of digital devices and the digital world. Their computing curriculum experience will have taught them an appreciation of the digital world that will always be a big part of their lives and enabling them to safely participate in it.