

Our curriculum enables children to:

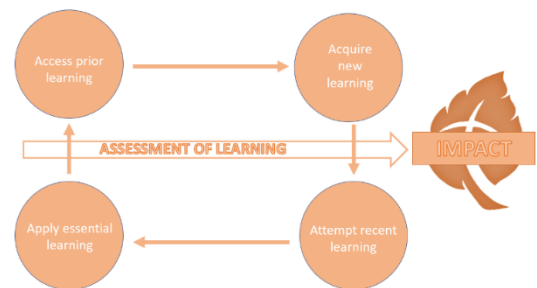
- Understand concepts
- Acquire and apply knowledge
- Develop vocabulary

So that they:

- develop a strong sense of **belonging** with a good understanding of the wider world.
- be inspired to raise their **ambition**.
- grow **resilience** as determined and independent individuals
- show **kindness**, respect and tolerance.

Computing AT HARTHILL

Intent: Through our computing curriculum, children, including those who are disadvantaged and those with SEND, will access, acquire and apply substantive (factual) and disciplinary (skill-based) knowledge whilst building on their coding skills. We intend to develop ‘thinkers of the future’. Through Teach Computing Champions, we want to equip pupils to use computational thinking and creativity that will enable them to become active participants in the digital world. It is important to us that the children understand how to use the ever-changing technology to express themselves, as tools for learning and as a means to drive their generation forward into the future.



Our Computing curriculum has been designed with our children in mind to ensure it:

- Broadens pupil understanding and experiences of the world
- Meets the needs of all pupils and supports long term social mobility
- Raises ambition through acquired knowledge and opportunities for application
- Challenges pupils and promotes resilience
- Builds from Understanding the World in EYFS through to Y6.

Implementation:

Our scheme of work for Computing is adapted from the ‘Teach Computing’ Curriculum and covers all aspects of the National Curriculum for KS2.

Through our Computing curriculum children will:

- be taught new knowledge through the implementation of the Computing progression maps (KS1 + KS2) and topic maps in EYFS
- build on prior knowledge
- explore key concepts through the new knowledge alongside the introduction of new skills
- work collaboratively
- be equipped with the knowledge and skills they need to thrive in the digital world of today and the future
- develop three strands of computing: computer science, information technology and digital literacy

Impact:

The impact of our Computing curriculum is demonstrated in the following ways:

- an increased profile of pupils’ ability to read and write code
- what children say (pupil questioning, explanations, discussion contributions, verbal retrieval)
- what children do (presentations, concept maps, assessed learning along with regular recall and revision)