



Curriculum

Intent, Implementation, Impact



Computing

What is our intent?

'I want to be a game designer when I grow up, so learning to code is something that really interests me.'

Y6

We aim to prepare our children for a rapidly changing world through the use of technology at St John Bosco School. Our computing curriculum is designed to enable them to use computational thinking and creativity to further understand our world.

Our curriculum design has deep links with mathematics, science, and design and technology. At the core of our computing curriculum is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, we intend for our children to use information technology to create programs, systems and a range of content.

We aim to ensure that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

'I enjoy using the laptops and ipads. I know how to use them well and how to keep myself safe online.'

Y5

'My teacher reads me stories every day. I like to listen to them and learn new words.'

Y1

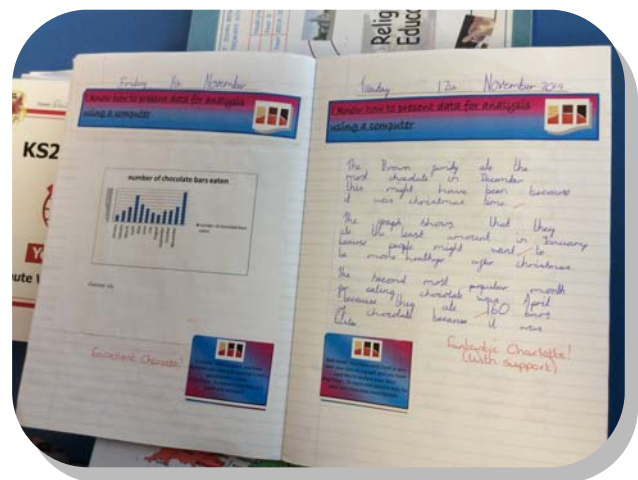


How will we implement it?

Our Computing curriculum amalgamates the best components of two schemes of learning, from GEM and Purple Mash. It is comprised of three aspects: Digital Literacy, Computational Thinking and IT in the World. Computing skills are taught both discretely and cross-curricularly, supporting other areas of learning across the school. In Reception and Key Stage 1, children are taught to use equipment and software confidently and purposefully, to communicate and handle information and to support their problem solving, recording and expressive skills.

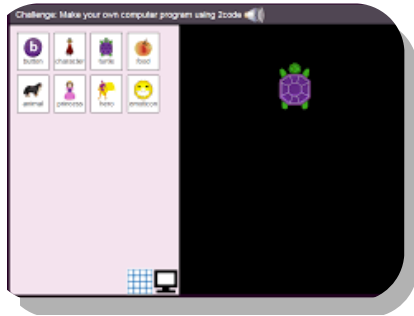
In Key Stage 2, our children extend their use of computing that they use for communication, investigation and programming and work to understand how to communicate safely. We aim to provide a clear and effective scheme of work that provides coverage in line with the National Curriculum. Teaching and learning should facilitate progression across all key stages within the strands of digital literacy, information technology and computer science. Children will have access to the hardware (computers, tablets, programmable equipment) and software that they need to develop knowledge and skills of digital systems and their applications.

Teaching and learning should facilitate progression across all key stages within the strands of digital literacy, information technology and computer science. Children will have the opportunity to explore and respond to key issues such as digital communication, cyberbullying, online safety, security, plagiarism and social media.

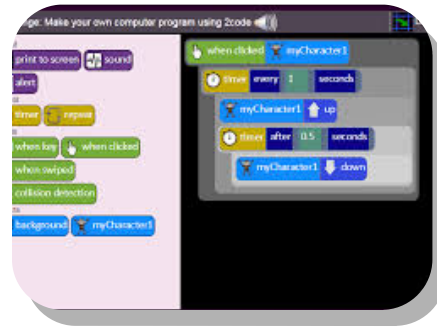


What's the impact so far?

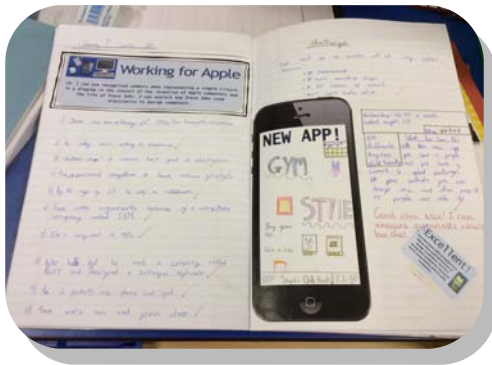
Computing has an increasing profile at our school. We aim to ensure that children have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving. Children will be able to apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems. Our children are confident using a wide range of hardware and software, and are diligent learners who value online safety and respect when communicating with one another. There were no reported online safety incidents in the past 12 months, as a result of strong and consistent online safety procedures.



Year 2



Year 3



Year 6



Year 4