Chester Park Federation Curriculum Statement: Computing

Intent

To support children in developing knowledge and understanding in relation to computing; to learn and develop skills and deploy the ability to debug, program and tinker when working inside and outside of class; to explore ways to solve problems and make links between different areas of learning; to prepare children for how computing impacts the real world and how relevant it is in life. In addition, we aim to support them in accessing the next stage of their education with a strong foundation of how computing is integral to our life. Above all, we promote developing a positive and healthy understanding of the benefits and potential dangers linked to technologies.

Implementation

Computing is taught in units spread over the time children are at Chester Park. The structure of each unit builds on previous learning and also allows for skills to be revisited and developed over time. Tinkering and experimenting with programs is encouraged and children can develop their skills further by using their account to delve into areas of interest. Children complete work and hand it in to the teacher. Children learn how to code, program, debug, use spreadsheets and use the internet safely. There is a regular and explicit link made between PSHE and computing and we revisit the importance of online safety in school and when away from school.

Impact

Children leave Chester Park with a secure, working knowledge of key computing skills and a clear understanding of the role computing plays in modern life. They are confident users of technology who can apply digital skills to solve problems, support learning and explore their own interest in an ever-evolving technological world. Pupils are well prepared for the transition to secondary school, having developed independence, resilience an curiosity in computing. They also demonstrate strong awareness of online safety, understanding how to use technology responsibility, safely and securely both in school and beyond.