

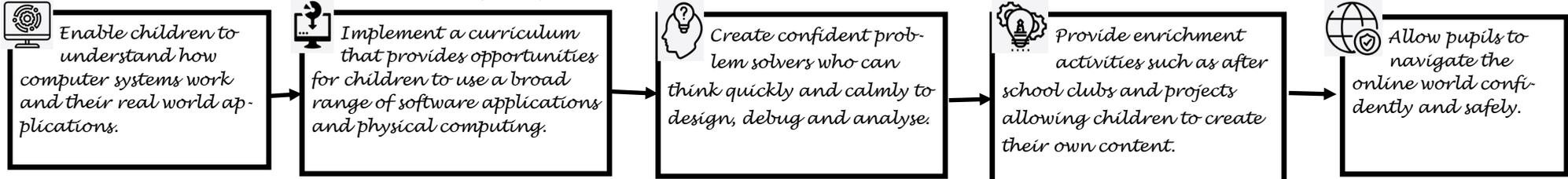


Computing

At St Osburg's Primary School our computing curriculum intends to teach all pupils the skills to support them to thrive in the technologically rich world we live in.



Intent- We aim to



Implementation

The computing curriculum at St Osburg's is based around the three core components of computing with elements increasing progressively across year groups.

Computer science



Information technology



Digital literacy



Assessment

Pupils are assessed during lessons and in cross curricular work against the key skills.

Key Skills



- Programming
- Creativity
- Online safety
- Problem solving
- Critical thinking

What this looks like at St Osburg's

- At St Osburg's we have designed a bespoke computing curriculum using a combination of different learning schemes following the guidance set out in the NC and have tailored this to suit our children.
- In EYFS children begin to develop their computational thinking to understand the world around them, debug and problem solve.
- In KS1, children learn what algorithms are, create and debug simple programs, understand common uses of technology outside of school and use technology safely.
- In KS2, children learn to design and debug their own programs, understand how computer networks operate including the internet and search engines, use a variety of software for a range of purposes and use technology safely, respectfully and responsibly.

Impact

Pupils leave St Osburg's with the knowledge of how computer systems work having experienced a range of programming applications. They are equipped with the ability to create their own content through different software and they have the digital literacy to safely express themselves and communicate online.