



Computing at Wheatcroft



"The computer was born to solve problems that did not exist before," Bill Gates

Children are taught computing to enable them to live knowledgeably, responsibly and safely in a digital world.

Our intended aims are to:

- equip children to use computational thinking and creativity to understand and change the world.
- ensure that children become digitally literate, able to use, express themselves and develop ideas through digital technology.
- enable children to understand the principles of computer science and analyse problems in computational terms.
- give children the skills and understanding to be safe and responsible in the online world.
- develop skills, attitudes and attributes that can support learning in other subjects and that are needed for life and work.

How we intend to implement this:

- Computing is taught as a separate subject. However, links to the school's linked learning themes are made where appropriate to make the context for learning more meaningful.
- In the foundation stage, children begin to explore and develop their understanding of our technologically diverse world. 'Barefoot Computing' is used to support this.
- In Key Stages 1 and 2, the 'Teach Computing' curriculum planning is used.
- Units of learning support children in the acquisition of knowledge through the use of key concepts, terms and vocabulary, providing opportunities to build a shared and consistent understanding.
- Planning is sequential and each unit builds on prior learning as ideas and concepts are revisited through the school.
- Learning is based on practical experience and children are encouraged to ask questions and work analytically and creatively to solve problems.
- Children grow their vocabulary through appropriate use of terms and abstract concepts are brought to life with real life contextual examples. Technical vocabulary is unpacked and repacked to aid children's understanding.
- Online safety is taught in computing and PSHE.
- Opportunities are given for children to make connections within the subject and with other curriculum disciplines.

How we intend to measure impact:

- Through 'pupil voice', children are able to talk positively about their learning in computing and the impact it has.
- Learning in computing is built on progressively and assessment measures achievement against a progression of skills in programming, use of technology and e-safety.