



Curriculum statement for the teaching and learning of Computing

Intent	Successful	Happy	Ambitious	Responsible	Proud
	We are SUCCESSFUL when thinking computationally	We show we are HAPPY when we desire to learn how to code, keep safe and use technology	We are AMBITIOUS when thinking creatively about computational problems	By being aware of risks, benefits and bias online, we can be RESPONSIBLE digital citizens	In celebrating both our own and other children's digital creations, we are PROUD to show what we have achieved
Computing underpins virtually every aspect of modern living. Laying the foundation for learning a coding language later in their school career, enables the children to be digitally-ready learners and to provides them with a strong foundation for jobs, skills and careers throughout their life. The skills, knowledge and understanding gained contribute to the development of children's digital literacy and their online awareness. We follow the National Curriculum requirements for teaching computing in both KS1 and KS2. We want to empower our children to not only make safe, productive use of these technologies, but also thrive in their use - to grow with them throughout their lives. Our intent is to ensure that children develop the skills and confidence to make use of new technologies we cannot even conceive of at this time. They will combine resilience with a thirst for knowledge and creativity when looking for solutions. They will know what to use (information technology) and how to use it (digital literacy) as well as how things work (computer science).					
Underpinned by	High-quality digital resources	Systematic	Reflective / Analytical	Laws / Rules	Problem solving



Sharpness Primary School

Curriculum Intent, Implementation and Impact

Implement ation	Digital Literacy	Information Technology	Computer Science	Enhanced curriculum opportunities	Other ideas
	SCARF lessons Internet safety day Privacy and security Copyright and ownership Blocking, reporting and being a responsible digital citizen	Office suite apps Data handling (J2E) Animations Video creation Sound	Programming through Scratch Junior and Scratch Programming through J2E code	BBC MicroBit Hour of Code Secondary school links for Pluto class to learn a coding language	Coding competitions Coding club Visits by digital leaders Digital school ambassadors

Impact	Subject leaders assess the impact through a range of monitoring activities			
	Pupil Voice	Evidence in Knowledge	Evidence in Skills	Online catalogue / profile of achievements
	- Children will be proficient users of technology who are able to work both independently and collaboratively. - Children will utilise computing hardware and software to enhance their learning outcomes, across the curriculum. - Children will engage in programming, from instructing robots to coding external hardware. - Children will prepare online safety presentations and design body confidence video campaigns. - Children will be confident and supportive digital leaders who are able to identify appropriate ways to behave in the digital space. - Children will have an incremental and age-appropriate knowledge base to draw from, as there will be a clear progression in technical skills.			