	Intent	Implementation	Impact
Computing	• To develop 'thinkers of the future' through a modern, ambitious, and relevant education in computing. We want to equip pupils to use computational thinking and creativity that will enable them to become active participants in the digital world. It is important to us that the children understand how to use the ever-changing technology to express themselves, as tools for learning and to drive their generation forward into the future. • To understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms, and data representation • To analyse problems in computational terms, and have repeated practical experience of writing computer programs to solve such problems • To evaluate and apply information technology, including new or	• All pupils in Key Stage 1 and 2 participate in computing throughout the year with online safety embedded within the sessions. The core of computing 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, pupils are equipped to use information technology to create and edit programs, systems, and a range of content. Computing also ensures 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. • Progression documents, used to support planning, ensure staff are delivering a consistent curriculum that increases in complexity. • Where possible, pupils can use taught skills such as how to use a search engine, in other subjects - for research purposes using the most reliable sources. We understand the importance of high-quality teaching so there are opportunities to upskill and improve teacher's subject knowledge through CPD sessions internally and externally.	• Pupils stay safe and conduct themselves appropriately using a range of different technologies and online services • To be responsible, competent, confident and creative users of information and communication technology • To make progress in computer science through taking risks, becoming resourceful and innovative. • To understand the value of technology - how it is used in everyday life and constantly evolving • To be prepared for their next stage in computing education and beyond. • Teachers are well-resourced to deliver the computing curriculum

	unfamiliar technologies, analytically to solve problems • To be responsible, competent, confident and creative users of information and communication technology	• Within the lesson, teachers check pupils' understanding effectively and address any misconceptions through regular feedback. The curriculum is designed and delivered in a way that allows pupils to know more and remember more. Key skills and knowledge are embedded in their long-term memory so they can apply their learning further. • The EYFS curriculum no longer has an Information Technology strand however we are keen to ensure pupils know how to stay safe when using the internet. Pupils can explore using Beebots, walkie-talkies, the light tray, basic software on the computers and take photographs using iPads. These skills help them to prepare for a more formal computing curriculum in Year 1. • In Key Stage 1, pupils are taught to understand what algorithms are; how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions. In coding lessons, pupils create and debug simple programs and use logical reasoning to predict the behaviour of simple programs. Pupils use technology purposefully to create, organise, store, manipulate and retrieve digital content. Pupils are taught to recognise common uses of information technology beyond school and how to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about	

		content or contact on the internet or other online technologies.	