




Year Reception		Intent	Implementation	Impact
		<p>It is our intention to create a Computing curriculum that encourages children to become masters of technology. Technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.</p>	<p>In ensuring high standards of teaching and learning in computing, we implement a curriculum that is progressive throughout the whole school. The school gives full coverage of, 'The National Curriculum programmes of study and 'Understanding of the World' in the EYFS. Teachers will build on children's knowledge and understanding by using knowledge organisers. They will equip children with the skills to become digitally literate, where they are able to use, and express themselves and develop their ideas through information and communication technology. Teachers will consider the use of Computing throughout the curriculum where skills will be taught both discretely and across the curriculum subjects, supporting other areas of learning across the school.</p>	<p>The impact and measure of this is to ensure children not only acquire the appropriate age related knowledge linked to the computing curriculum, but also skills which equip them to progress from their age related starting points, and within their everyday lives. Children will be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school. They will have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving.</p>
AUTUMN TERM		SPRING TERM		SUMMER TERM
Digital Literacy I can talk about the amount of time I spend using a computer / tablet / game device.	Information Technology I can tell you about different kinds of information such as pictures, video, text and sound.	Computer Science I can use simple software to make something happen.	Information Technology I can recognise that a range of technology is used in places such as homes and schools. I can select and use technology for particular purposes.	
Digital Literacy I am careful with technology devices.	Information Technology I can begin to develop simple classification skills by carrying out simple sorting activities.	Computer Science I can make choices about the buttons and icons I press, touch or click on.	Information Technology I can begin to use a keyboard to type letters and words.	
Digital Literacy I can ask an adult when I want to use the internet.	Information Technology I can create a pictogram as part of a group.	Computer Science I know what an algorithm is. I can make a floor robot move.	Information Technology I can begin to use a mouse correctly. I can move objects on a screen.	



Key Stage One National Curriculum Aims

Computer Science

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs.

Information Technology

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Digital Literacy

- Recognise common uses of information technology beyond school.
- 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.