



# Curriculum Statement for Computing 2020-21

## Intent

The Computing curriculum at Thoresby Primary school will:

- Develop an understanding of how technology makes a difference in all aspects of life- at home, at school and in the workplace, as well as considering the impact technology has had on society over the years.
- Ensure that all children are given to opportunities to develop the skills to prepare them for the developing world.
- Focus on three main areas: Computer Science, Information Technology and Digital Literacy.
- Ensure that pupils will be responsible, competent, confident and creative users of information and communication technology.
- Support children in keeping themselves safe online.

## Computing National Curriculum

## Implementation

We have identified the key knowledge, skills and vocabulary of each topic and mapped the progression in topics across all year groups. At the beginning of each topic, children are able to convey what they know already as well as what they would like to find out. This informs the programme of study and also ensures that lessons are relevant and take account of children's different starting points. Our curriculum 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.

High quality educational experiences are critical to our PE curriculum and will include: school-based lessons, visits to specialist facilities (The Ron Dearing College, C4DI).

## Impact

As children progress throughout the school, they develop a deep knowledge, understanding and appreciation of the sport and wellbeing. Children are given the opportunity to present evidence of a broad and balanced computing curriculum in a



variety of different ways: showcasing work in lessons, videos, presentations and school environment.

[Computing long term plan link](#)

[Progression document link](#)