Kings Academy College Park

**Computing
Curriculum Statement**

Intent

At Kings Academy College Park, we believe that every child within our school will achieve a high level of digital literacy and computing competency. Our aim therefore, is to equip our children with the knowledge, skills and vocabulary needed for them to be confident in developing an understanding of the technological world around them. We want our children to enjoy and be inspired by technology, striving to understand and explore the developing digital climate, to ensure that they are prepared for life in a digitally reliant world.

Implementation

Computing begins in the EYFS and is developed in line with the statutory requirements of the KS1 and KS2 programmes of study from the National Curriculum. Through tasks which encourage computational thinking, children are able to demonstrate all of our school values. This should enable our pupils to be digitally literate, by being able to use, 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.

Through our Computing curriculum, children are exposed to a wide range of technology. They are taught to explore, understand and develop key skills such as coding, designing, and storing/retrieving digital content with increasing competency as they move through each Key Stage. Children are expected to understand and use appropriate computing terminology, for example: algorithms, debugging, and coding.

The Computing curriculum within the school is delivered in dedicated weekly lessons and in conjunction with other curriculum subjects, to support and enhance learning. This is linked to the progression of skills document to ensure a thorough and inclusive curriculum for each year group.

Impact

The impact will be that children meet the academic milestones that are expected of them; making good or better progress from their starting points, knowing more and remembering more. Our curriculum helps our pupils develop into well rounded individuals who embody our school values and carry with them the knowledge, skills and attitudes which will make them lifelong learners.

Children use a wide range of technology to support, develop and enhance their learning across the curriculum. They often choose to access technology in their independent learning and enrichment time. Pupils grow in confidence and resilience as they build upon their previous experiences, and transfer their skills to a wide range of opportunities outside of the classroom.

Computing Safeguarding

All staff are responsible for ensuring that that they and their children continue to develop awareness of online safety. This means that children are taught about appropriate behaviours and critical thinking skills to enable them to remain both safe and legal when using the internet and related technologies.

This includes discrete e safety lessons, stories and discussions as appropriate to the needs of the children.

Computing & the Future

The rate of development within technology is rapid and appears set to continue for the foreseeable future. For the school to maintain realistic goals as to how it is to maintain some progress within computing, all members of the school community must see its development as part of their role. Technology is integral into the overall school development now and in the future.

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