



# Computing



## Intent | Implementation | Impact

### Curriculum Intent

At Owslebury Primary School, our Computing curriculum is ambitious and inclusive, enabling all pupils to become confident, responsible and creative users of technology. We aim to develop digitally literate pupils who can use technology purposefully to communicate, express themselves and solve problems, while understanding how to stay safe in an increasingly connected world.

Our curriculum is designed to equip pupils with secure knowledge and skills in the three core areas of computing: computer science, information technology and digital literacy. Through carefully planned learning experiences, pupils develop computational thinking, problem-solving skills and an understanding of how computer systems, networks and data shape the world around them.

The Computing curriculum is coherently sequenced from Early Years through to the end of Key Stage 2, ensuring that knowledge, skills and subject-specific vocabulary build progressively over time. Pupils are given regular opportunities to revisit and apply prior learning so that understanding is deepened and learning is retained.

We intend for all pupils to:

- Use technology safely, respectfully and responsibly, knowing how to seek help and support when needed
- Develop curiosity and confidence when exploring new technologies and solving problems
- Understand how computer systems and networks, including the internet, function
- Design, write and debug programs using logical reasoning and algorithms
- Create and evaluate digital content using a range of hardware and software
- Collaborate effectively and apply computing skills across the wider curriculum
- Be well prepared for the next stage of education and life in a digital society

### Curriculum Implementation

Computing at Owslebury Primary School is taught in line with the National Curriculum and is carefully mapped to ensure breadth, depth and progression across all year groups. The curriculum is structured around five key strands: online safety, computer systems and networks, creating media, programming and coding, and data and information. Knowledge and skills are introduced, revisited and built upon as pupils move through the school. In Key Stage 1, children begin by recognising and using technology in their immediate environment, developing basic programming skills through physical devices such as BeeBots, and learning how to stay safe online. As pupils progress into Key Stage 2, they deepen their understanding of networks and the internet, develop more complex programming skills using platforms such as Scratch, and learn how data is collected, organised and analysed using spreadsheets. Online safety is a high priority and is taught explicitly and regularly across all year groups. Pupils learn to apply the SMART approach and develop a secure understanding of how to keep themselves safe when using digital technologies both in and out of school. Assessment in Computing is ongoing and takes place through observation, discussion, questioning and evaluation of pupils' work. This allows teachers to identify misconceptions, adapt teaching and ensure all pupils, including those with SEND and disadvantaged pupils, are supported to achieve success.

### Curriculum Impact

By the end of Key Stage 2, pupils at Owslebury Primary School are confident and competent users of technology who can apply their computing knowledge and skills across a range of contexts. They demonstrate a secure understanding of online safety and can use technology safely, respectfully and responsibly.

Pupils can explain how computer systems and networks operate, create and debug programs to achieve specific outcomes, and use digital tools creatively to communicate ideas. They are able to analyse and evaluate digital content and data, making informed choices about the tools and methods they use.

The impact of our Computing curriculum is evident in pupils' enthusiasm for the subject, the quality of their digital work, and their ability to articulate their learning using appropriate technical vocabulary. Pupils leave Owslebury as adaptable, analytical and independent thinkers who are well prepared for the next stage of their education and for life in an increasingly digital world.

#### **An Owslebury Computing Expert is someone who:**

- Is curious and confident when using technology
- Thinks independently and analytically
- Is adaptable and resilient when solving problems
- Collaborates effectively with others
- Stays safe and responsible online

*"Computers are incredibly fast, accurate and stupid; humans are incredibly slow, inaccurate and brilliant; together they are powerful beyond imagination."*

— Albert Einstein