

Curriculum Intent - Computing

Here at Northwood Park, we teach an exciting and varied Computing Curriculum, which utilises a range of software and peripheral devices, developing and challenging the technical, organisational and creative skills of our pupils.

It is our intention to develop these skills so that pupils become proficient, innovative and safe users of a wide range of software, able to **create their own content in response to a range of real-world challenges, blending elements from any number of units of work they have previously been taught.**

We want pupils from Northwood Park to be able to operate in the 21st century effectively in order to signify the importance of Computers and Computer knowledge. Children from Northwood Park Primary develop a sense of **creativity and resourcefulness** in every aspect of Computing as they are continuously reflecting, reviewing and reacting to any software or equipment brought to their attention.

We want children at Northwood Park to become autonomous, independent users of Computing Technologies, therefore we provide copious amounts of opportunities to develop adapt and secure their pieces. As the Computing curriculum develops throughout the school children are given the opportunity to select appropriate, suitable software to complete the given task, allowing children to become liberated in their own choices.

Here at Northwood Park Primary we think it is specifically important to expose our children to Computer Technology in other elements of their curriculum, and where possible provide cross-curricular links to **promote develop and engage** children in other subjects. This allows our children to identify the significance, relevance and the importance of technology, digital literacy and information technology as well as how it can support them in the every-developing society in which we live in.

In Early Years and Key Stage One, the focus, initially, is around access to and use of various electronic devices in a safe and responsible manner. **This quickly builds into the development of pre-programming skills, including ordering events and adding required detail. We also examine the wider world of computers and Computing.**

As we move into Key Stage Two, **our Curriculum quickly builds into developing algorithms**, which solve **specific, real-life problems or carry our agreed tasks, such as testing the children's timetables or drawing 2D shapes. These are tasks specifically designed to equip our pupils with work-ready skills suited to local technical and aerospace industries.**

Within and throughout each Computing topic **runs the vital thread of e-Safety** with each unit of lessons beginning (where appropriate) with the key **e-Safety features pertinent to that topic which can then be revisited as the unit moves on.**

Using the skills they have learned, our pupils quickly **develop the knowledge, understanding and skills required to access and work effectively within the**

modern digital environment in a safe, responsible way while at the same time **enjoying a wide range of engaging software and challenging lessons.**

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