



Statement of Intent for Computing

Experience Success ↔ **Build Aspiration**

“Until you spread your wings, you’ll have no idea how far you can fly”

Respect • Resilience • Responsibility • Compassion • Curiosity • Trust

At Bowerhill Primary School our **INTENT** is to enable ALL children to **EXPERIENCE SUCCESS** through **BUILDING ASPIRATION** within them. Equally as important, to **BUILD ASPIRATION** through the **SUCCESS** they **EXPERIENCE**... we want all children to experience just how far they can fly! We will do this through all the opportunities we provide them with, including our curriculum.

Intent

At Bowerhill, we aim to prepare our children for a rapidly changing world through the use of technology. This includes making sure that our children know how to stay safe online and be kind and responsible users. When planning and teaching computing, we believe that it is a subject that not only stands alone, but is woven and should be an integral part of all learning. Our high-quality, progressive computing curriculum is designed to enable children to use computational thinking and vocabulary in order to provide them with the essential knowledge and skills that will enable them to participate effectively and safely in the digital world. At the core of our computing curriculum is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, we intend for our children to use information technology to create programs, systems and a range of content. We aim to ensure that pupils become digitally literate – able to use, express themselves and develop their ideas through information and communication technology at a level suitable for their next stage of education and as active participants in a digital world.

Implementation

In Key Stage 1, the children will learn to understand what algorithms are; how they are implemented as programs on digital devices; and that programs perform by following precise and clear instructions. They will be taught to create and debug simple programs and use logical reasoning to predict the behaviour of simple programs. They will be shown how to use a range of technology purposefully to create, organise, store, manipulate and retrieve digital content as well as recognise common uses of information technology beyond school. They will be taught to 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. Each of these skills will be taught half termly with the cycle repeating during the second half of the year. In Key Stage 2, the children will design, write and

debug programs that accomplish specific goals, including controlling physical systems as well as solve problems by decomposing them into smaller parts. They will use sequence, selection, and repetition in programs, use logical reasoning to explain how some simple algorithms work and correct errors in algorithms and programs. Children will be taught to understand computer networks, including the internet, and the opportunities they offer for communication and collaboration. They will use search technologies effectively, learn to appreciate how results are selected and ranked, and be selective in evaluating digital content. Children will be taught to select, use and combine a variety of software (including internet services) on a range of digital devices to create a variety of programs, systems and content that accomplish given goals.

Impact

Bowerhill pupils will use technology safely, respectfully and responsibly, recognise acceptable and unacceptable behaviour and identify a range of ways to report concerns about content and contact. Even our children in Early Years provision will be exposed to the understanding of internet safety as they explore the world around them and how technology is an everyday part of their learning and understanding of the world.