# Computing Curriculum at Sandylands

## Key principles (aims)

· Provide a relevant, challenging and enjoyable curriculum for ICT and computing for all pupils.

· Meet the requirements of the national curriculum programmes of study for ICT and computing.

· Use ICT and computing as a tool to enhance learning throughout the curriculum.

· To respond to new developments in technology.

· To equip pupils with the confidence and capability to use ICT and computing throughout their later life. To enhance learning in other areas of the curriculum using ICT and computing.

· To develop the understanding of how to use ICT and computing safely and responsibly.

## Key practices (non-negotiables)

Every child will:
· Have equal opportunities to enjoy and benefit from computing lessons.
·Have equal access to digital technology within school through investment in digital equipment throughout the school.
· Gain key knowledge and skills in computer science - programming and understanding how digital systems work.
· Gain key knowledge and skills in information technology - using computer systems to store, retrieve and send information.
· Gain key knowledge and skills in digital literacy - evaluating content and using technology safely and respectfully.
· Understand technology in the wider world and for future learning at high school and beyond.

## Guarantee

Children can:
- **Engage, inspire and challenge children through a sequence of well-planned lessons that builds on previous learning.**
- **To be aware of how technology has a positive and negative effect on the world.**
- **Recognise how to use technology safely and responsibly, being mindful of how their behaviour, words and actions can affect others.**
- **Develop computational thinking so that children are equipped with the skills and knowledge required to write and debug computer programmes and algorithms**