Computing

Intent
Implementation
Impact

SEABRIDGE PRIMARY SCHOOL

INTENT: WHAT WE PLAN TO DO

At Seabridge Primary School we aim to foster a passion and creativity for computing. We recognise that it is an integral part of modern-day life and therefore provides a wealth of learning opportunities, both explicitly in computing but also across other curriculum subjects through our digital strategy. Through the study of computing, children develop a wide range of fundamental skills in Online Safety and Digital Literacy, Computer Science and Programming and using Technology in our World so that they can thrive in a rapidly changing world where work and leisure activities are increasingly transformed by technology using it in a discerning and effective way.

IMPLEMENTATION: HOW WE DO IT

At Seabridge Primary School, we ensure that computing is engaging, purposeful, and equips pupils with the skills they need to thrive in an increasingly digital world. We place a strong emphasis on recall opportunities in every lesson and ensure that prior knowledge is consistently activated to reinforce and deepen understanding. To support this, we provide high-quality IT equipment tailored to different key stages: Key Stage 1 pupils have access to laptops and BeeBots to explore digital literacy and early programming, while Key Stage 2 pupils benefit from our Digital Strategy 1:1 iPad program and physical computing tools such as BBC micro:bits. Our curriculum is structured using the Common Sense Media Digital Citizenship scheme for Online Safety and the NCCE Computing Scheme of Work for all other areas, ensuring a progressive and comprehensive learning experience

In **Online Safety and Digital Literacy**, children learn how to use technology in a safe and respectful way. They understand the necessary precautions to take to stay safe and know where and how to seek help. Children also utilise the internet efficiently to enhance their learning of all subjects, developing keyboard skills to enable them to do this effectively.
Through **Computer Science and Programming**, children develop proficiency in coding and debugging for a variety of practical and inventive purposes, including the use of skills within other contexts. They gain an understanding of the connected nature of devices and the ability to communicate ideas well by using a range of technology.
Through **Technology in Our World**, children learn to collect, organise and manipulate data effectively selecting appropriate software to achieve this.

IMPACT: WHAT DOES IT LOOK LIKE

The impact of our computing curriculum at Seabridge Primary School is evident in pupils' confidence, creativity, and digital proficiency. Through a structured approach that emphasizes recall, activating prior knowledge, and high-quality technology, children develop a deep and lasting understanding of computing. The Common Sense Media Digital Citizenship scheme ensures they navigate the digital world safely and responsibly, while the NCCE Computing Scheme of Work provides a progressive foundation in Computer Science, Programming, and Technology. Access to 1:1 iPads, laptops, BeeBots, and BBC micro:bits equips pupils with essential technical skills, fostering independence, problem-solving, and innovation. By the end of Key Stage 2, pupils are digitally literate, critical thinkers, well-prepared for secondary education and an increasingly technology-driven world.