Computing

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 and also across other curriculum subjects. Through the study of computing, children are able to 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.

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.

In 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.

The Computing curriculum at Seabridge Primary School builds progressively on prior knowledge to ensure that children are digitally literate and enthused with the ideas, information and skills to become effective participants in an ever changing digital world.