

Our Curriculum Aims

- To be brilliant learners who are curious, creative, resilient and enjoy learning
- To be brilliant at gaining knowledge and developing skills confidently that will stick with us for life

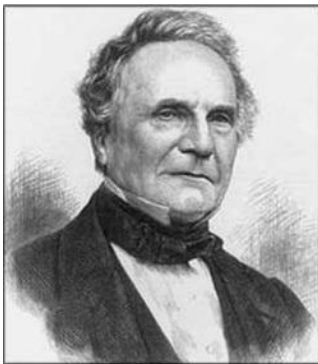
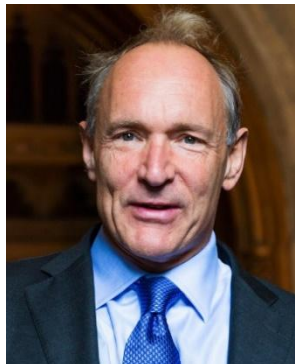
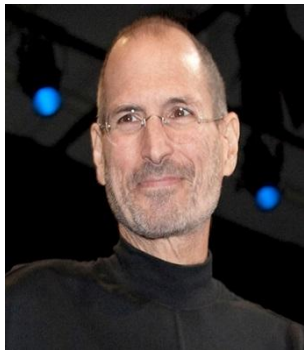
Our Computing Curriculum Rationale

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology

Our Computing Curriculum Intent

Reception	Year One	Year Two
Brilliant Computer Scientists in Reception will learn how to interact with a range of computer software and understand its purpose. They will understand how to explore simple programmes to broaden their knowledge of technology in the home and in school.	Brilliant Computer Scientists in Year One will learn how to use a range of computer programmes to create and store digital content and understand how to login, save and find a document.	Brilliant Computer Scientists in Year Two will learn how to use a range of computer programmes confidently to organise, manipulate and retrieve digital content.
Brilliant Computer Scientists in Reception will know how to keep themselves safe online when interacting with online digital content at home and in school.	Brilliant Computer Scientists in Year One will know how to use the internet safely and are aware of what information should be kept private and what to do if concerns are raised.	Brilliant Computer Scientists in Year Two will know how to use a wide range of technology to understand how to keep safe online and can confidently talk about how to use information technology beyond school.
Brilliant Computer Scientists in Reception will learn to explore a range of digital resources and understand how to achieve effects such as sound and movement.	Brilliant Computer Scientists in Year One will learn to explore coding software and understand how to make simple predictions to decode programmes and begin to create their own.	Brilliant Computer Scientists in Year Two will know how to understand and use algorithms to debug and create simple programs.

Some Brilliant Computer Scientists

			
Charles Babbage	Ada Lovelace	Christopher Strachey	Tim Berners - Lee
			
Ryan Kaji	Grace Hopper	Masayuki Uemura	Steve Jobs