Computing Curriculum Vision

Intent

At SMSP, we recognise how important technology is in our everyday lives and the lives of our children. We teach our children the knowledge and skills needed to access the digital world effectively, creatively and safely. We aim to equip our children for adult life in an increasingly technological world and provide them with the knowledge to adapt within the ever – progressing digital world.

Through our computing curriculum, all children will have access to learning across the three strands of computing: Computer Science, Information Technology and Digital Literacy.

Implementation

To effectively achieve our intent, we have adopted the Keychain Computing Programme. This curriculum has been crafted to ensure that all children will have a strong foundation in computational thinking and skills appropriate to their age. This curriculum provides coverage in line with the National Curriculum and provides opportunities to work creatively and safely in the digital space.

We have also ensured that all computing lessons are provided by the class teacher and therefore the most qualified instructor and that all children have weekly access to a range of technologies such as desktop computers, IPad and laptops.

Online safety and responsible use of technology is also at the heart of our computing implementation and regular sessions and reminders are given throughout the curriculum as to how to behave respectfully online, what to do if you have an issue online and how to use the internet to find sources that are safe, credible and age appropriate.

At SMSP, we have implemented the principles of Catholic Social Teaching into all subjects, including computing. We explore how our behaviour online should promote peace and respect for human dignity as well as recognise that technology can aid us in caring for God's gifts and helping those most in need across our community and the world.

Impact

Over the course of the computing curriculum, children will become confident users of technology. They will be able to use it accomplish a wide variety of goals both at home and in school. Children will have a secure and practical knowledge of the three strands of computing. They will be able to apply concepts such as Logic, evaluation, algorithms, patterns and decomposition. They will also be able to problem solve using approaches such as tinkering, creating, debugging, persevering and collaboration.

Children will be confident to apply their knowledge and skills safely, responsibly and respectfully in their daily lives.