Intent

Our aim at Corpus Christi is to provide a high-quality computing education, which equips children to use computational thinking and creativity to become confident creators of digital technology and use computers in school and in their everyday lives. Pupils will have the opportunity to gain an understanding of computational systems of all kinds, whether or not they include computers. By the time, they leave Year 6, children will have gained key knowledge and skills in the three main areas of the computing curriculum:

- Computer science (programming and understanding how digital systems work),
- Information technology (using computer systems to store, retrieve and send information)
- Digital literacy (evaluating digital content and using technology safely and respectfully)

Implementation

At Corpus Christi, an inclusive and ambitious spiral computing curriculum is taught using "Teach Computing", created by Raspberry Pi foundation on behalf of the National Centre for Computing Education (NCCE). These lessons are based on units with repeating themes. Each year students will develop understanding of IT and networks, data and information, creating media, and programming. As students' progress yearly, they will revisit each theme through a different unit to consolidate and build upon prior learning within that theme.

All teachers will aim to deliver this curriculum using a range of strategies to help include, intrigue, motivate and excite the pupils. These strategies are: Lead with concepts, work together, get hands on, foster program comprehension, create projects, add variety, challenge misconceptions, bring abstract concepts to life with real world examples and structure differentiated lessons.

We currently own sets of laptops, Chromebooks, iPads and data loggers to ensure that all year groups have the opportunity to use a range of devices and programs across the wider curriculum, as well as in a weekly, 1 hours long computing lesson. Additionally, we own both bee bots and crumble controllers to ensure that all children in both key stage 1 and key stage 2 have the opportunity to explore physical computing to help engage pupils and use as a strategy to develop children understanding in more creative ways.

Employing cross-curricular links motivates pupils and supports them to make connections and remember the steps they have been taught. The implementation of the curriculum also ensures a balanced coverage of computer science, information technology and digital literacy. Children will have experiences of all three strands in each year group, but the subject knowledge imparted becomes increasingly specific and in depth, with more complex skills being taught ensuring that learning is built upon.

The curriculum is led and overseen by the Computing lead. The Computing lead will engage in a regular programme of monitoring, evaluation of and review of computing, and the celebration of good practice. They will also provide support to teachers to ensure that the teaching is of the highest quality and ensure there is a clear sequence of learning so that pupils overlearn key skills and embed knowledge

Impact

Our approach to the curriculum results in an engaging and high-quality computing education. The impact of our curriculum can be seen in pupil's confident application of computing work and in their phase computing folders, but also can be measured by speaking to the children themselves. The teaching of the computing curriculum enables our pupils to use computer devices with confidence.

Computing subject lead; Mr Clark