

Backworth Park Primary School Intent and Implementation Statement Computing

Intent

At Backworth Park Primary School, we equip children with the skills to use technology in a positive way to express themselves and enhance their learning. Our broad curriculum offers a wealth of opportunities for children to become discerning digital users as they become fluent with using a range of devices and tools to create, communicate and program. In order to fully understand technology, children need to explore and understand how computer systems are built and work. Our curriculum encourages a practical approach to discovering the benefits of technology and teaches children how to de-bug when they come across challenges.

Implementation

Our computing curriculum is underpinned by 4 core areas of learning:

Digital Literacy - Online Safety

We believe that education is vital in preparing children to live and work in an increasingly digital world. It is our aim that all children should learn how to communicate safely and responsibly online. Children are encouraged to recognise the infinite benefits of effective technology use, whilst also understanding the risks and how to tackle issues that they may face. Computing progression is structured in such a way that the core values of online safety are interwoven throughout the curriculum in addition to discrete lessons being regular taught in each year group. Our Digital Leaders are a pupil body who help to support other children in their understanding of the online world and how they can keep safe.

Computer Science

Through the teaching of computer science, children learn how to become confident programmers by developing an understanding of abstraction, logic, algorithms and data representation. They analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems, using new and unfamiliar technologies.

Information Technology

Children are taught to work collaboratively through Microsoft and Apple technology, whilst developing the skills to research safely and independently. They learn how to create, collate and interpret data, using spreadsheets and databases. They present information that they have researched in a variety of ways. They learn the components of a computer and different computing networks are built and used.



Digital Literacy — Multimedia

Our aim is for children to master the skills of creation with technology to showcase their learning and express themselves. They use a variety of programs and tools to create digital animation, text and art, as well as photography, sound (including music) and video to achieve a specific effect and learn to target an appropriate audience.