Curriculum Intent for Computing

- a curriculum that is ambitious for all pupils;
- a curriculum that is coherently planned and sequenced;
- a curriculum that is successfully adapted, designed and developed for pupils with special educational needs and/or disabilities:
- a curriculum that is broad and balanced for all pupils.

What does Computing look like at West Ashtead?

Computing skills and learning are transferable and should be used where applicable to support other areas of the curriculum. We teach specific Computing objectives through weekly lessons where resources such as Purple Mash, Beebots, digital cameras and laptops, Chromebooks and Ipads are used in class. Where applicable, computing skills are used to support learning in other areas of the curriculum.

What do our children say about Computing?

"It's fun and we learn ways to be safe and use technology in life."

"We get to be creative and use our imaginations."

"We can put on comments and make pictures."

Why is Computing important?

At West Ashtead Primary School we recognise that pupils are entitled to a broad and balanced computing education
With a structured, progressive, approach to learning how computer systems work, the use of IT and the skills necessary to become digitally literate and participate fully in the modern world. We know that children's use of computers and mobile devices are ever changing and evolving. We want to provide children with opportunities to develop their computing skills, as well as providing
opportunities to develop the use of ICT across the curriculum.

How do we enrich our children's understanding of Computing?

At West Ashtead Primary School we believe in teaching computing skills that are going to benefit the children as they progress in their education. We want to not only teach the EYFS, KS1 and KS2 curriculum objectives, but also provide opportunities to develop their basic skills in IT within meaningful tasks within real world applications. Laptops, desktops, Chromebooks, Ipads and programmable/practical resources are provided for the children so that they can have hands-on experiences across a range of different technologies.