Computing							
Vision and approach for Computing The core of computing is computer science, in which pupils are taught how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information technology.			Key Concepts E-Safety Data Handling Multimedia Technology in our lives Programming Communication		Content and Sequencing Learning is sequenced so that knowledge is built upon each year. E.G: KS1 children are taught to create and debug a simple program. In KS2 debugging design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. As the children progress through the key stage, they begin to explore computer programming, using databases and manipulating different media.		
Curriculum Drivers							
Experiential	Curiosity	Curiosity Independ		Resilience		Rich in language	Community
Computing is only taught but experienced. Using our IT suite, children will have initially followed teacher led enquiries and investigations, making observations, before finding solutions to problems.	Children will have developed a curiosity and fascination through learning about a range of software and exploring how to use it to solve problems. Their curiosity develops the questions they want answered during their learning and time is spent finding the answers.	As children confidence with will have gener own questions and conclusion problem solv softwar	grow in skills, they rated their , enquiries ns as they ve using re.	Children become better equipped to persevere as they look to solve problems in programming and debugging. These skills will aid them throughout their lives.		The quality and variety of vocabulary is a key factor in articulating key concepts clearly and precisely. This language assists children making their thinking clear, both to themselves and others.	Children will use IT and computing share ideas with the community. Children will have explored the use of IT in the world, exploring some of its usage and potential to support everyday life.
Links with Mathem	Progressive				Inclusive		
 Opportunities to apply their English skills: Research for a non-fiction text Publishing work Opportunities to apply their Mathematics skills: Collect data, make predictions, analyse results, and present information graphically. Maths games are used to consolidate key areas of the syllabus. 		 Computing will be evident in books or saved on the school learning pool. Deepening understanding. Children will be able to work independently. Children can talk confidently at each stage about the concepts in computing Evidence of children applying their understanding after the unit of learning or another subject. 		n the t the after	 Task varied to support children to access the task. Learning is challenging. Children's starting point are identified using assessment tools and teaching builds on prior knowledge. The curriculum is practical to engage all. Resources are used to aid understanding. 		