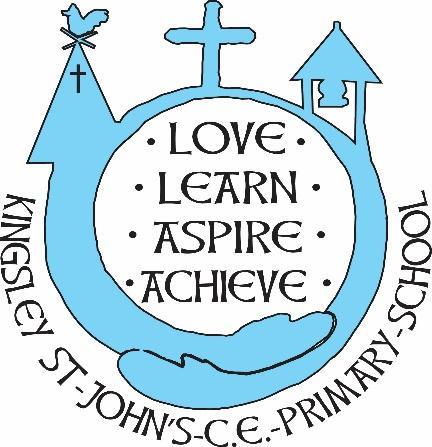
Kingsley St. John’s Computing Curriculum

We believe in God as the great creator of all things - earth, day and night, seas and oceans, animals and plants and mankind, in his own image. We believe that we all have that same seed of creativity within us. At KSJ we nurture each and every seed. Regardless of background or vulnerability, our children are given all they need to grow, flourish and be the best that they can be.

**Intent**

At Kingsley St John’s CE Aided Primary School, we want our children to be experts at using technology and recognise its purpose in the wider world as it will play a pivotal role in their lives. We aim to model and educate our children on the safe uses of technology, whilst allowing them to explore the positive benefits each technological device, app or program provides. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology (especially social media) to model positive use. At KSJ we recognise that technology can allow pupils to share their learning in creative ways and we ensure that our approach is one which is exciting, stimulating and relevant. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

**Implementation**

* Computing is taught following The National Curriculum
* Computing is embedded throughout the curriculum with specific time dedicated each week to computing sessions
* Teaching and learning should facilitate progression across all key stages within the areas of digital literacy, information technology, computer science and online safety.
* All children will have access to hardware and software that they need to become fluent across all the above areas.
* Beebots and physically programmable resources will be used to enable our youngest learner’s access to the curriculum. As the children move through school they become more aware of the way to transfer these skills on screen.
* We build upon the knowledge and skill development of the previous years.
* E-buddies will help raise the profile of computing as a tool to aid the children in their lives, in addition to their recreational uses e.g. games consoles/ online gaming.

**Impact**

We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well-being. Through our curriculum the children in our care will be able to use technology confidently and safely.