Bishop Bridgeman C.E. Primary School

Part of Archbishop Temple Multi Academy Trust

We Work, We Play, We Care, We Pray

"Love God, Love Yourself, Love Your Neighbour" Luke 10:27

COMPUTING CURRICULUM POLICY

"When you learn computing, you're thinking about thinking"
Bill Mitchell OBE

At Bishop Bridgeman, we give our children the very best. Through a broad, balanced, supportive and purposeful curriculum linked with National Curriculum objectives, we strive to ensure that all our pupils are able to succeed and find their unique talents and strengths. Our staff are committed to developing a love of learning, whilst developing the knowledge and skills to support the all-round development of every pupil.

INTENT

At Bishop Bridgeman, we believe that a high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Pupils are taught the principles of information and computation; how digital systems work and how to put this to use in programming.

Children at Bishop Bridgeman will become digitally literate, allowing them to use and express themselves through the use of information technology as active participants in an ever-changing digital world.

Staff at Bishop Bridgeman will cultivate a safe environment where children will become confident and responsible users of information and communication technology. Staff are aware of the high intrinsic load that many aspects of computing have and are cognisant of the need for chunking knowledge and using spaced retrieval techniques (for more information so our Long Term Memory policy).

IMPLEMENTATION

Children will develop computing skills that will allow them to enjoy and appreciate computing. They will be able to choose relevant and use appropriate applications in a range of different situations with confidence to achieve a desired outcome. Pupils will develop practical skills and be able to apply these to the solving of relevant and worthwhile problems, understand the capabilities and limitations of computing and the implications and consequences of its use. Computing skills are recognised as supporting all areas of the national curriculum.

To help ensure pupils have the opportunity to develop a wide range of skills, experiences and competencies with technology, the curriculum has been broken down into key areas:

- Online Safety*
- Coding and Computational Thinking
- Databases and Graphing
- Spreadsheets
- Writing and Presenting
- Communication, Networks and the Internet
- Music, Art and Design

Bishop Bridgeman has a separate Online Safety policy which covers the four identified areas: Content, Contact, Conduct and Commerce. Furthermore, Online Safety lessons are an integral part of computing lessons in all year groups.

IMPACT

Children at Bishop Bridgeman leave school with a sound understanding of the digital world; allowing them to take our school vision of 'Love God, Love Yourself, Love Your Neighbour' into the technological world they are growing up in. This will form a solid foundation, which will prepare them for life in an ever-evolving digital age. They will leave as confident, critical thinkers, enabling them to be effective in their reasoning and problem-solving. They will be able to articulate information and ideas directly related to the world in which they live, whilst remaining safe from online threats.

Prepared by: Miss S Ryan

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