



COMPUTING CURRICULUM POLICY

At Bishop Bridgeman, we give our children the very best. Through a 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 skills and values to support the all-round development of every pupil. Bishop Bridgeman C of E Primary School is a special place where we work, we play, we care and we pray.

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.

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:

- E-Safety
- Digital Literacy (Word Processing)
- Computer Science (Programming, Coding etc)
- Data Handling (Spreadsheets, Databases)
- Information Technology (How computers work and are used in the wider world)
- Digital Creativity (Filming, Painting, Photography)

Online Safety

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. This will form a solid foundation, which will prepare them 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.

Reviewed: **September 2019**

Next Review Date: **September 2020**