Primary Computing Curriculum Statement

Our curriculum has four features:
- is ambitious for all pupils;
- is carefully and coherently planned and sequenced;
- is successfully adapted, designed and developed for pupils with special educational needs and/or disabilities;
- is broad and balanced for all pupils

Intent

At Dartmoor Multi Academy Trust, we recognise the importance of delivering a comprehensive and enjoyable Computing Curriculum is key to giving our children the skills that they will need in an ever-changing world.

Technology is changing the lives of everyone; many of the jobs and careers that our children will undertake have not yet been invented. Through teaching computing, we equip children to participate in a rapidly changing world where work and leisure activities are increasingly transformed by technology.

It is our intention to inspire and enable children to find, explore, analyse, exchange and present information both purposefully and with clarity. We also focus on developing the skills necessary for children to be able to be discerning consumers and creators of information in all its forms and to do so with confidence and security. Computational thinking is a major factor in enabling children to be confident, creative and independent learners and it is our intention that children have every opportunity available to allow them to develop and personalise this skill across all curriculum areas.

Implementation

The Trust has implemented a progressive Computing curriculum map that ensures key skills are taught in every year group and are progressively built upon in each following year in order to further, deepen and challenge children's learning. The systematic approach to learning that we undertake gives children opportunity to develop and hone their skills not just within discreet computing lessons but across the wider curriculum. The skills and knowledge learned can be utilised and demonstrated in a variety of ways which could include creating animations to explain the effect of population migration during the industrial revolution; writing an algorithm to edit writing or creating a video presentation that includes data presentation of a scientific investigation.

 To enable this curriculum delivery, the Trust uses a range of high-quality teaching materials and the twelve pedagogical principals recommended National Centre for Computing Education which can be found here.

We also use a wide range of technology including Chromebooks, Bee Bots, Micro:Bits and Lego™ robots as well as off grid learning. Subject guidance is provided to teaching staff by specialist expert teachers to ensure that curriculum delivery is impactful and enjoyable for all.

Impact

• Children develop the understanding of key concepts, terms and knowledge too allow them to develop a share and consistent understanding.

• To develop the core skills required to enable them to be safe and healthy consumer and creators of digital content.

• Children become confident readers and decoders of code and link this to the reading curriculum.

• Children can bring abstract concepts to life through real-world opportunities to show case their understanding.

• Children will achieve age related expectations in Computing at the end of their cohort year

. • The opportunity for children to refine and develop their techniques over time is support by effective lessons sequencing and progression between year groups. This also supports children in achieving age related expectations at the end of their cohort.

• The Trust's physical and online environment celebrates children's achievements in Computing and demonstrates the subject's high status in school and includes opportunities to further enhance both the physical and online environment.

• The Computing curriculum contributes to children developing the collaborative skills require to solve complex problems through teamwork and the development of shared