Computing curriculum intent

The school has a robust Acceptable User Policy and Internet Policy. The school follows the DfE programmes of study for computing. Kildwick CE VC Primary School uses GSuite learning platform to deliver much of its computing curriculum. It provides a quick, safe and rich environment in which to develop computing skills. GSuite applications are supplemented by Education City resources.

Each class covers every objective for their key stage each year, approximately one objective per half term. The lessons may be discrete computing lessons or take a cross curricular approach. This 'little and often approach' ensure consistency and a development of skills through school. Coding is taught with the aid of Beebots in KS1 and BBC microbits in KS2. Scratch is used in both key stages.

Key stage 1 pupils are taught to:

- understand what algorithms are how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Key stage 2 pupils are taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.