**Intent, Implementation and Impact for Computing**

**Intent**

Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. It also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. It is our intention to enable children to find, explore, analyse, exchange and present information. We also focus on developing the skills necessary for children to be able to use information in a discriminating and effective way. We want children to know more, remember more and understand more in computing so that they leave primary school computer literate. Computing skills are 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 achieve this.

We intend to **build a computing curriculum that develops pupil’s learning and results in the acquisition of knowledge of the world around them that ensures**all pupils can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.

We intend to **build a computing curriculum that prepares pupils to live safely in an increasingly digital British society where p**upils can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.

**Implementation**

* A clear and effective, bespoke cross curricular scheme of work that provides coverage in line with the National Curriculum. Teaching and learning should facilitate progression across all key stages within the strands of digital literacy, information technology and computer science
* Access to resources which aid in the acquisition of skills and knowledge.
* Children will have access to the hardware (computers, tablets, programmable equipment) and software that they need to develop knowledge and skills of digital systems and their applications
* A clear and effective scheme of work that provides coverage in line with the National Curriculum.
* Teaching and learning should facilitate progression across all key stages within the strands of digital literacy, information technology and computer science. Children will have the opportunity to explore and respond to key issues such as digital communication, cyber-bullying, online safety, security, plagiarism and social media.
* Wider Curriculum links and opportunities for the safe use of digital systems are considered in wider curriculum planning.
* The importance of online safety is shown through displays within the learning environment and computer suite.
* Parents are informed when issues relating to online safety arise and further information/support is provided if required.
* As well as opportunities underpinned within the scheme of work, children will also spend time further exploring the key issues associated with online safety.

**Impact**

* Children **will be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school.**
* Children will have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving.
* Children will be able to apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems.