

Curriculum Intent for Computing at Grange Junior School

Intent

At Grange Junior School we believe that a high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science and design and technology and provides insights into both natural and artificial systems. The core of Computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing 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.

Implementation

At Grange Junior School, we follow the National Curriculum aims through our own developed curriculum that includes Computing and Online Safety (based on Education for a Connected World). In both Computing and Online Safety, our curriculum is broad, balanced and progressive, covering three key strands in Computing (Computer Science, Digital Literacy and Information Technology) and eight topics in Online Safety (including Online Bullying, Health, Well-being and Lifestyle and Managing Online Information) from Year 3 to Year 6. At Grange, our teaching and learning is ambitious so that children are always engaged, challenged and continually building on their previous understanding. To assess learning, pupils complete a concept cartoon at the end of each topic - teachers then use this as assessment for learning to inform future teaching, making sure that new learning addresses misconceptions and builds on previously learnt knowledge.

Impact

Through all these measures, our pupils learn to be responsible, competent, confident and creative users of information and communication technology. By the end of their time at Grange, we want to ensure that our pupils develop the skills needed to be able to access technology as a tool for learning and allow them to adapt to the ever-changing technology industry in the future.