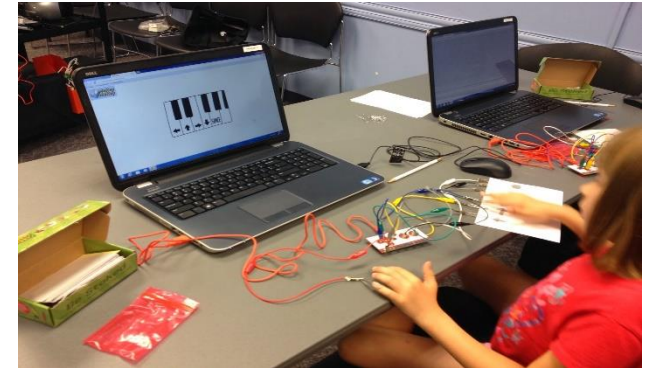


Computing Curriculum

“Computers themselves, and software yet to be developed, will revolutionize the way we learn.” – *Steve Jobs*

Computing is at the heart of a changing and developing world. At Uffculme Primary school, we aim to give students a high-quality computing education that equips pupils to use computational thinking and creativity to understand and change the world.



Computing capability is an essential skill for life and enables learners to participate more readily in a rapidly changing world. Computing can be hands on, it can breed resilience. It develops problem solving skills, and it opens a student's eyes to the digital world. This can engage, enthuse and cause a real spark in students.

By the end of Year six every pupil will have*,

- Designed programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Developed an understanding of 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.
- Understood how to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Teaching and learning in Computing is categorised as follows...

- Computer Science
- Information Technology
- Digital Literacy

*Intent informed by the National Curriculum – Computing Programmes of Study [National Curriculum - Computing key stages 1 to 2 \(publishing.service.gov.uk\)](https://www.gov.uk/national-curriculum/computing-key-stages-1-to-2)