

Computing

Computing lessons play an incredibly important role in preparing our pupils for 21st century society and the jobs they are likely to do. Many of our pupils are adept at using various electronic devices when they start school and can often independently work out how a game or app works. Our computing curriculum must therefore build upon these skills whilst also teaching children more practical and creative uses for technology; how hardware and software work; and how to conduct themselves safely in a digital world.

Lessons are taught using Purple Mash, an online platform hosting creative tools, programs and games to support the teaching of the computing curriculum, as well as cross-curricular activities. Teachers adapt these lessons to suit the needs of their pupils, especially with the challenges faced as a result of teaching mixed-year classes. Where necessary, teachers supplement lessons from Purple Mash with resources from Teach Computing, Barefoot Computing and Internet Legends from Google.

The curriculum is split into three strands: computer science, information technology and digital literacy. Each topic taught fits into one of these areas and the progression of skills is split in the same way. Purple Mash units contain a more comprehensive list of the knowledge covered in each topic: key objectives have been selected for our knowledge progression.

We have a whole-school approach to promoting e-safety which goes beyond the units taught in Autumn term each year. A thorough knowledge of e-safety plays such an important role in keeping our pupils safe that it is an on-going open topic, woven into assemblies, other lessons such as PSHE, and everyday conversations in school.

The dominant DNA threads in this subject are *your learning* and *your future* however links to other threads are made when appropriate.