

**ECCLESTON CE PRIMARY SCHOOL**

***Let Your Light Shine***

**Computing Curriculum Statement**

**At Eccleston CE Primary School, we are united in our vision to prepare our children for life in the modern world. We will do this by instilling a lifelong love of learning and embedding Christian values that reflect the example Jesus has set. We strive for excellence in all we do, enabling all members of our school to flourish.**

**“Let your light shine”-Matthew 5.16**

**COMPUTING AT ECCLESTON CE PRIMARY SCHOOL**

**Intent**

In line with the 2014 National Curriculum for Computing, our aim is to provide a high-quality computing education which equips children to use computational thinking and creativity to understand and change the world. The curriculum will teach children key knowledge about how computers and computer systems work, and how they are designed and programmed. Learners will have the opportunity to gain an understanding of computational systems of all kinds, whether or not they include computers.  
By the time they leave Eccleston CE Primary School, children will have gained key knowledge and skills in the three main areas of the computing curriculum: computer science (programming and understanding how digital systems work), information technology (using computer systems to store, retrieve and send information) and digital literacy (evaluating digital content and using technology safely and respectfully). The objectives within each strand support the development of learning across the key stages, ensuring a solid grounding for future learning and beyond.

**Implementation**

At Eccleston CE Primary School, knowledge and skills in computing are mapped across each topic and year group to ensure systematic progression. We have a sets of ipads to ensure that all year groups have the opportunity to use a range of devices and programs for many purposes across the wider curriculum, as well as in discrete computing lessons.. Employing cross-curricular links motivates pupils and supports them to make connections and remember the steps they have been taught.  
The implementation of the curriculum also ensures a balanced coverage of computer science, information technology and digital literacy. The children will have experiences of all three strands in each year group, but the subject knowledge imparted becomes increasingly specific and in depth, with more complex skills being taught, thus ensuring that learning is built upon.

The Kidsafe programme is used to ensure children understand the importance of staying safe online. This is also taught in the Relationships section of our PHSE programme.

**Impact**

Our approach to the curriculum results in a fun, engaging, and high-quality computing education. Teachers are able to revisit misconceptions and knowledge gaps in computing when teaching other curriculum areas. This supports varied paces of learning and ensures all pupils make good progress.  
Much of the subject-specific knowledge developed in our computing lessons equip pupils with experiences which will benefit them in secondary school, further education and future workplaces. From research methods, use of presentation and creative tools and critical thinking, computing at Eccleston CE Primary School gives children the building blocks that enable them to pursue a wide range of interests and vocations in the next stage of their lives. Children understand how to stay safe in the digital world.

**Computing in the Early Years**

Children in our Early Years setting experience a range of technologies throughout their play including ipads, computers, cameras, beebots and interactive whiteboards. Recording devices are used to support children’s language and communication skills as well as helping to build simple IT skills.