**Intent**

Computers are an integral part of everyday life. For most of us, technology is now essential in both the workplace and at home. Teaching our children to be creative with technology supports the skills needed for lifelong learning and prepares them for a world that is changing at a rapid pace. At the core of the Withernsea Primary School Computing curriculum is ‘computer science’, whereby 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. Our Computing curriculum at Withernsea Primary School also ensures that pupils become digitally literate – able to use technology to 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**

Throughout the Computing Curriculum at Withernsea Primary School, there are many opportunities to use IT in meaningful contexts derived from other subject areas. Our scheme of work for Computing is adapted from the ‘Mr Andrews Online’ Curriculum and covers all aspects of the National Curriculum. This scheme was chosen as it has been created by subject experts and based on the latest pedagogical research. Our curriculum prepares the pupils to use computational thinking and creativity to understand and change the world. Computing covers three related distinct but related aspects.

**Information Technology**

Creating digital content across the curriculum has many practical possibilities. Pupils across the school will have opportunities to improve their word processing skills, design games, work with video (including stop animations), create graphics, write computer programs, create digital books, work with digital photographs, use augmented reality, work with data, build web pages, websites and apps. Pupils will be able to evaluate and apply information

technology, including new or unfamiliar technologies, to solve problems analytically.

**Computer Science**

Computer science aims to cover two aspects. There is a focus on computer science itself (the ideas and principles that underpin how digital technology works) and this sits alongside the practical experience of programming. The pupils will understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation. Pupils will analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve

such problems.

**Digital Literacy**

As young people are growing up in a digital world it is vital that they learn the benefits that technology has to offer and develop a critical awareness of their own and other’s online behaviour. They must develop effective strategies for keeping safe and making a positive contribution online.

**E-Safety and Digital Citizenship**

A key part of the implementation of our computing curriculum was to ensure that safety of our pupils is paramount. We take online safety very seriously and we aim to give children the necessary skills to keep themselves safe online. Children have a right to enjoy childhood online, to access safe online spaces and to benefit from all the opportunities that a connected world can bring them, appropriate to their age and stage.

E-Safety and digital citizenship is intertwined within one unit per year group and is carefully mapped to show the advancing levels of awareness and knowledge needed as the children use online digital services more throughout their development.

