



Computing Curriculum Statement

Intent

At Ecton Village Primary Academy, the aim of our computing curriculum is to provide a high-quality computing education which equips children to use computational thinking and be creative. Children will learn how to use technology positively, responsibly and safely. Children will become autonomous and independent users of technology, gaining confidence and enjoyment from their activities. The use of computing and technology will support learning across the curriculum and will be accessible to every child.

Implementation

At Ecton Village Primary Academy we follow the Teach Computing Curriculum which uses the National Centre for Computing Education's computing taxonomy to ensure comprehensive coverage of the subject. Within the Teach Computing Curriculum, every year group learns through units within the same four themes, which combine the ten strands of the National Centre for Computing Education's taxonomy. These are: Computing Systems and Networks; Programming; Data and Information and creating media. These four strands are underpinned by effective use of tools, the impact of technology and security and safety.

Impact

The implementation of this curriculum ensures that when children leave Ecton Village Primary Academy, they are confident, competent and safe users of ICT with an understanding of how technology works. They will have developed skills to express themselves and be creative in using digital media and be equipped to apply their skills in Computing to different challenges going forward.