

The starting point for our curriculum is the revised EYFS framework 2021. Although there is no Early Learning Goal linked to Computing, the revised EYFS framework 2021 aims to develop a range of pupils' personal experiences to increase their knowledge, sense of the technological world around them and how this can support their learning in other areas. The National Curriculum provides the structure and skill development for the computing curriculum for Key Stages 1 and 2. The curriculum is taught in a logical sequence where pupils' knowledge, skills and vocabulary are built upon year on year, ensuring progression from Nursery, towards KS1 and KS2 end points. The planning, resourcing and delivery of a broad and balanced curriculum is supported through Kapow to ensure it remains fresh, updated and relevant.

Pupils from all year groups build upon their knowledge and skills in different areas of computing, including programming, storing, retrieving and sending information, evaluating digital content, and using technology in a way that is safe and respectful of others. Prior learning is revisited to ensure pupils' understanding is retained and becomes embedded in pupils' long-term memory.

The computing curriculum allows pupils to gain 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 computing curriculum prepares learners for their future by giving them opportunities to gain knowledge and develop skills that will equip them for an ever-changing digital world. This is reflected in the way we teach computing, in discrete lessons, and also purposefully woven into all other curriculum areas, particularly mathematics, science, design and technology and English. Resources are adapted, when necessary, to ensure SEND and disadvantaged pupils can access all aspects of the same curriculum.

'Computational thinking,' is a skill pupils must be taught if they are to be able to participate effectively and safely in this digital world. By teaching this skill, pupils experience technology as an integral part of many different aspects of daily life, which ensure they are prepared for further education and the world beyond school. Lessons include opportunities for age appropriate reading, for example, through research, review news articles and being able to distinguish between 'fake' and 'real' news. These are essential life skills and encourage children to think more critically. This falls in line with the school's mantra of "Be The Best You Can Be", and allows children to frame their learning in a positive way.

By the end of EYFS, children will recognise that a range of technology is used in places such as home and schools, and they will select and use technology for particular purposes.

By the end of Key Stage 1, children will be able to use logical reasoning to predict the outcomes of a set of instructions, as well as program using sequences of instructions to implement and debug an algorithm. They will use a range of programs and software to create digital media using a variety of tools, such as presentations, animations and videos. They will be able to save and retrieve their work. They will communicate safely online and know where to go for help if concerned.

By the end of Years 3 and 4, children will build on their programming skills to write programs to achieve specific goals, as well as experiment with variables. They will use logical reasoning to make accurate predictions about the outcome of a program. They will use a range of software to collect and present information. When using the internet, they will complete simple searches, and know

how to search for specific information. They will recognise acceptable and unacceptable behaviours online.

By the end of Years 5 and 6, children will be able to use a range of ICT, demonstrating that they are competent and creative users of information and communication technology. They will be able to design, write and debug their own computer program. They will select a range of applications and software to achieve specific goals, and confidently present their work. When online, they will use technology appropriately, respect others, and manage their information responsibly.