Computing – Aims and Objectives

Our curriculum is line with the National Curriculum and the requirements for KS1 & KS2. It states that:

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which 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. Computing also ensures that pupils become digitally literate – able to use, and 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.

EYFS

Understanding of Computing is covered in 'Personal, Social and Emotional Development', 'Physical Development' and 'Expressive Arts and Design'.

Personal, Social and Emotional Development			• Show resilience and perseverance in the face of a challenge • Know and talk about the different factors that support their overall health and wellbeing - Sensible amounts of 'screen time'
Physical Development			• Develop their small motor skills so that they can use a range of tools competently, safely and confidently
Expressive Arts and Design			• Explore, use and refine a variety of artistic effects to express their ideas and feelings
ELG	Personal, Social and Emotional Development	Managing Self	• Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge • Explain the reasons for rules, know right from wrong and try to behave accordingly
	Expressive Arts and Design	Creating with Materials	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function