CRADLEY CE PRIMARY SCHOOL

Computing

Intent

At Cradley Primary School we equip our pupils to use computational thinking and creativity to understand and change the world. Computing, with its links to mathematics, science and design and
technology, provides insights into the natural and artificial systems which surround them every day. The core of computing is computer science, in which the principles of sharing information, computation, an understanding of digital systems and how this knowledge is put to use through programming is enbedded. We provide a broad range of computing skills to equip our pupils to become active, healthy and confident participants in an ever developing digital world. We teach e-safety yearly and give regular updates to the children as appropriate.

Implementation

To ensure breadth across the primary years, computing is taught through discrete computing lessons as well as embedding computing and iPads through our curriculum. We run computing clubs to support those who excel in Computing as leaders.

Impact

To deepen children's learning they are taught to be digitally literate at an age appropriate level, reflecting on their own digital use – expressing themselves and developing their ideas through information and communication technology. Specifically, we want our pupils to understand and apply the fundamental principles and concepts of computer science, for them to analyse problems in computational terms, use practical experience of writing computer programs to solve problems. We want our pupils to evaluate and apply information technology, including new or unfamiliar technologies and to analytically to solve problems.