

Subject Profile

Computing

At Manor, we understand the importance and value that technology has in a child's education, especially in today's modern society. Our aims are to fulfil the requirements of the National Curriculum for Computing whilst also providing enhanced collaborative learning opportunities, engagement in rich content and pupils that are digitally literate and digitally resilient.



Intent

Deliver an exciting, engaging and broad learning experience to build upon computing skills and knowledge.

To become responsible, competent, confident and creative users of information and communication technology.

To know how to keep themselves safe whilst using technology and the internet: be able to minimise risk to themselves and others.

To become digitally literate and are active participants in a digital world.

To equip children with the capability to use technology throughout their lives.

Implementation

Strong Foundations

During their time in the Early Years, children are **consistently** introduced to the world of technology. They are exposed to relevant vocabulary early on and are given opportunities to independently build their skills, fostering computational thinking. The computing curriculum in EYFS ensures that pupils enter Year 1 with a strong foundation, enhances problem-solving abilities, encourages resilience, and supports other areas of learning. Additionally, pupils begin to develop their digital literacy and understanding of e-safety.

Vocabulary

By systematically incorporating relevant vocabulary into our curriculum, we equip pupils with the language and understanding necessary to **excel** in today's digital landscape.

TEACH COMPUTING

The Teachit computing scheme aims to transform computing education in schools, enhancing the **development** of children's skills and career opportunities.

Computer Science

At the core of computing is computer science, where pupils learn information and computation principles, how digital systems work, and programming. This knowledge enables them to **excel** in using information technology to create programs, systems, and various content.

Information Technology

Pupils are prepared to create programs, systems, and various content to develop products and solutions. They will also learn to gather, analyse, assess, and present data and information.

Digital Literacy

Computing ensures pupils become digitally literate, **building connections** to the digital world by using ICT to express themselves and develop ideas, preparing them for the future workplace.