Computing

We equip children with digital skills, computational thinking, creativity, and safe technology use, preparing them for a digital world.

Intent	Implementation	Impact
Our computing curriculum aims for children to ● Develop computational thinking and problem-solving skills. ● Learn to code, create digital content, and understand how computer systems work. ● Use technology safely, responsibly, and ethically. ● Gain confidence in using a variety of hardware and software across the curriculum. ● Prepare for a digitally rich society, fostering creativity, resilience, and independence.	Our curriculum is structured for coverage, progression, and depth: We achieve our intent through: ● Structured curriculum: Lessons sequenced to develop skills progressively from KS1 to KS2. ● Programming and coding: children use block-based and text-based coding to solve problems and create projects. ● Digital literacy: Teaching includes safe internet use, online research skills, and digital communication. ● Practical projects: children create multimedia presentations, spreadsheets, animations, and websites. ● Cross-curricular integration: Computing is applied in maths, science, history, geography, and art to reinforce skills. ● Online safety and responsible use: Embedded throughout lessons, assemblies, and workshops to promote safe digital behaviours. ● Adapt and extend our curriculum to ensure all learners make progress	By the time children leave Stadhampton Primary School, they will: ● Demonstrate confidence and competence in using a wide range of digital tools. ● Apply computational thinking to solve problems effectively. ● Create, code, and present digital projects independently and collaboratively. ● Understand the principles of digital safety, privacy, and responsible online behaviour. ● Transfer computing skills across the curriculum and everyday life. ● Be well-prepared for further study in computing and participation in a digital world.