

COMPUTING AT LANGFORD, FULHAM, QUEEN'S MANOR, SULLIVAN AND WILBERFORCE



At Langford and Wilberforce Primary Schools, our Computing curriculum is aligned with the TEACH Computing Curriculum which ensures comprehensive coverage of the subject. We aim for our pupils to develop their computational thinking, become digitally literate and know how to use information technology. Pupils are explicitly taught the importance of E-Safety and are given the strategies to keep themselves safe online.

Computing lessons are **sequenced** so they build upon previous learning, and activities are **scaffolded** so that all pupils can succeed and thrive.

Children in EYFS are taught **problem solving skills** which lay foundations for understanding **computational thinking**.

Children from Year 1 to Year 6 are taught to understand **computing systems** and **networks**.

E-Safety is taught **every term from Nursery to Year 6**. Children know how to stay safe online and know who to talk to if they do not feel safe.

New **concepts** are taught in familiar contexts that children **understand**, then are able to **apply** independently.

Children use technology in computing lessons, giving them first-hand experience of how **programming**, **coding** and **technology** works.

Staff are provided with **CPD** to develop **confidence** and an **understanding** of teaching computing.

Children learn how to use Technology so they are able to independently practise **English** and **Maths** online.

The school has a **digital strategy** to ensure **infrastructure** is deliberately planned and budgeted for.

The curriculum is designed to prepare our children for an increasingly **technological future** and reflects the diversity of the roles of people working within **STEM**.

Computing lessons encourage collaboration, through using **pair programming** and **peer instruction**.

Children learn to use a variety of **devices** in **school** and at **home**. Desktops, laptops, chromebooks and iPads are all used.

