COMPUTING AT LANGFORD, FULHAM, QUEEN'S MANOR, SULIVAN 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.

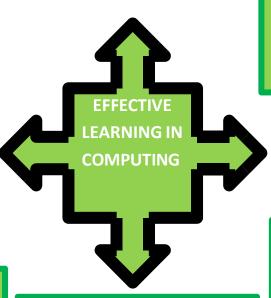
E-Safety is taught every term from Nursery to Year 6. Children know how to stay safe online and know who to talk to if they do not feel safe.

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

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

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

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



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

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

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

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

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.

Children learn to use a variety of devices in school and at home.

Desktops, laptops, chromebooks and iPads are all used.