Computing Curriculum Rationale 2022-23

The Computing curriculum at Our Lady and St Philomena’s is aimed at ensuring that our pupils are digi-natives who have a love of computing and see themselves as achievers who can use technology for the improvement of their world and seek employment in the digital world of the future.

Curriculum Intent

Through our computing curriculum we want to arouse curiosity and a thirst for learning so that our pupils:

* Learn how computer systems work.
* Learn how to create and manipulate computer systems.
* Develop analytical, problem-solving and critical thinking skills.
* Apply the approaches that they learn in computing to tackle real-life problems.
* Develop their creativity in their use of information and communication technology.
* Expand their initiative and lateral thinking skills
* Develop an awareness of how to keep themselves safe when using devices, social media and the internet, and what to do if they feel uncomfortable with any incidents encountered.

Curriculum Implementation

The learning of Computing skills begins in EYFS most noticeably through the following areas of learning: Personal, Social and Emotional Development; Physical Development; Understanding the World; and Expressive Arts and Design. The computing curriculum is reviewed in the Summer term of each academic year in readiness for the following year. Learning opportunities are fine-tuned and the Subject Lead works with the Senior Leadership Team of school to identify progress milestones across the various strands of the subject. Teachers ensure progression by repetition of key skills in the cyclical sequencing of the curriculum to embed key learning and subject knowledge. E-Safety is addressed as an ongoing concern throughout all topics. The specific skills that our computing curriculum is aimed at encouraging, and that progress is measured against, are:

* Digital Literacy;
* eSafety and use of the Internet;
* Computer science.

Curriculum Impact

Formative Assessment is carried out by a combination of “walking the class” during lessons to address misconceptions early, end of topic quizzes, knowledge organisers, (age appropriate) extended writing or any other way of capturing what a child has learnt and can remember from their curriculum. Assessment is undertaken to ascertain subject knowledge, skills, understanding of concepts and recall of information to measure whether a pupils is ready to progress, needs support to progress or to identify barriers that are preventing students from making progress. Assessment doesn’t just test a pupil’s substantive knowledge, but gauges their disciplinary knowledge.

We want our pupils to set themselves very high aspirations and constantly remind them of the further education and career prospects that are open to them if they succeed in this subject.

Pupils could consider studying computer science at university to begin a computer science career in roles such as:

* Computer programming
* Software engineering
* Website/app design/development
* [Computer game development](https://successatschool.org/advicedetails/738/game-jobs)
* Cybersecurity