



Computing

Intent

At Griffin, we aim to provide our students with an enriched programme of study for Computing. We know that the modern world of technology is constantly developing, and it is essential, therefore, to provide a high quality Computing curriculum.

Throughout their primary education, skills are built upon year on year, until the end of KS2 where children will emerge accomplished in many aspects of Computing. We have developed a progressive Curriculum Map to ensure students have consistent, high-quality teaching of Computing.

We aim to ensure that students are taught the relevant skills and knowledge to allow a smooth transition for further education and are able to expand their development for Computing.



Implementation

Our scheme of work for Computing is adapted from the 'Teach Computing' Curriculum and covers all aspects of the National Curriculum. This scheme was chosen as it has been created by subject experts and based on the latest pedagogical research.

The curriculum aims to equip young people with the knowledge, skills and understanding they need to thrive in the digital world of today and the future. The curriculum can be broken down into 3 strands: computer science, information technology and digital literacy.

The National Curriculum for Computing aims to ensure all students:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation (Computer science)
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems (Computer science)
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems (Information technology)
- are responsible, competent, confident and creative users of information and communication technology (Digital literacy)

Staff use the Computing Progression Ladder to implement sessions and track progress.



Impact

“I like coding and using this knowledge to create games.”
(Nuha, Y6)

“Computing is important because we learn how to be safe online.”
(Bryony, Y6)

