

Computing



“A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.”

DfE 2014

Intent

Our curriculum equips children with essential technology skills, enabling them to grasp key Computer Science principles, such as logic, algorithms, and data representation, analyse problems computationally and gain hands-on coding experience to solve them, apply information technology effectively and analytically to problem-solving and communicate ideas using various digital tools across subjects.



Implementation

Emerson Valley school uses the Purple Mash Computing Scheme of Work to deliver engaging lessons that enhance learning and meet national Computing standards. The scheme offers flexibility, cross-curricular links, and integrates with the 2Simple Computing Assessment Tool. It also provides strong support for teachers, especially those less confident in teaching Computing.



Impact

The Computing curriculum at Emerson Valley is well-structured to ensure progression. Students who keep up are considered to be making good progress. The curriculum aims to make children digitally literate, equipping them with the skills to use technology effectively and safely. A key focus is on internet safety and understanding the consequences of online actions. As their confidence grows, students will develop independence and essential life skills like problem-solving, logical thinking, and self-evaluation.

