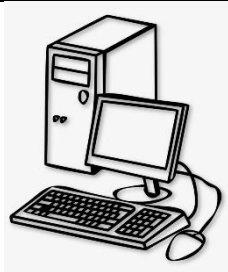


Computing at The Meadow



Intent

At The Meadow, our Computing curriculum aims to give our pupils the life skills that will allow them to embrace and utilise new technology in a safe and responsible manner in order to prosper in the 21st Century.

As Computer Scientists, children work within the three main areas of the computing curriculum; computer science, information technology and digital literacy. Our curriculum demands the use of technology in all subjects. Technology is also made accessible to everyone. Wherever possible computing skills are embedded through cross curricular opportunities.

'Computing education must enable young people to continue to keep up with the pace of technological change so that they can remain effective, well-informed and safe citizens.' -Royal Society.



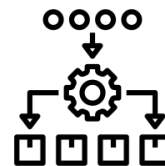
Sequencing Content

- *Knowledge and skills are mapped out sequentially to ensure progression across the key stages
- *Teachers make every effort to link prior learning and make connections



Big Ideas

- *Coding and computational thinking
- *Spreadsheets
- *Internet and email
- *Databases and graphing
- *Writing and presenting
- *Communication and networks



Deepening Concepts

- *Computing concepts are deepened; such as:
 - How to keep safe! - online safety, keeping safe, dangers, social media, personal information, passwords, email, online etiquette
 - Make things move! - algorithms and programming, from Bee-Bots to Scratch
 - What works best? – which programme or App is best to use and how to use these effectively



Retrieval Practice

- *Remembering key knowledge is celebrated regularly
- *Skills such as logging on and navigating systems are repeated during sessions
- *Key concepts such as online safety and coding are revisited and built upon throughout the academic year and then through their following years in school.