



One Community, Many Cultures; Growing
and Learning Together

Curriculum Overview 2024/25

Computing



At Gosford Park we have designed a curriculum for our community that aims to equip them with the tools they need to succeed in the next stage of their development, whilst nurturing curious learners who are responsible members of the local, national and global community.

Intent

At Gosford Park we provide our children with an exciting, rich, relevant computing curriculum that provides all pupils with the skills and knowledge to fully participate in the continually developing digital world. We focus on providing the children with creative opportunities and experiences so we can develop the skills necessary for children to use throughout their time at Gosford Park and beyond. We want pupils to know, remember and understand more in computing so that they leave primary school computer literate. We teach skills explicitly within computing and encourage them to be applied across other curriculum subjects, enabling children to be confident, creative and independent learners. By using a rich, broad, up to date curriculum, pupils are provided with the opportunity to embrace and use technology in a safe, positive and responsible way. Staying safe online is of the upmost importance and is an area that we prioritise. Our computing curriculum equips pupils with the appropriate skills, strategies and knowledge to navigate the digital world safely.

Long Term Plan

Implementation

Computing is taught to children at Gosford Park from the EYFS through to Year 6. The EYFS access computing through exploration. A range of resources and remote-controlled toys are available which they can investigate. They are able to explore simple technologies independently and use them in their learning and play. Throughout Key Stage 1, children are taught to use technology purposefully to create, organise, store, manipulate and retrieve digital content. In Key Stage 2, children select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplishes given goals.

Children across school are encouraged to use technology where appropriate to support their learning in all subjects

Skills Progression

Impact

Our computing scheme meets the needs of the primary curriculum from year 1-6 including the more and most able, children with SEND and those who face barriers due to language or literacy. It ensures consistency for children across all ages and stages in their learning of computing

Children are engaged in computing directly through units and lessons but also indirectly through activities which they find intrinsically motivating and choose to do outside of class time. It builds confidence in children exploring, choosing and skilfully using a variety of technologies. We scaffold children in developing robust skills and understanding which they are then able to apply confidently when using other technologies at Gosford Park and in the future.

Enrichment

During the children's time at Gosford Park the children will have the opportunity to become digital leaders in KS2. The children will be able to develop their own skills with Technology, be responsible for some of the technology within the school and develop their leadership skills.

Are you keen to know more?

- www.codemonkey.com
- [Homepage - UK Safer Internet Centre](#)
- [Scratch - Imagine, Program, Share \(mit.edu\)](#)