

## Intent, Implementation, and Impact Statement for Computing

### Intent

At Highfields Primary School, our intent for computing education is to provide a high-quality, broad, and balanced curriculum that equips our pupils with the knowledge and skills needed to thrive in an increasingly digital world. We strive to foster a love of technology, computational thinking, and creativity, whilst promoting online safety and responsible digital citizenship.

We aim to ensure that our pupils are confident and competent users of a wide range of digital tools and software, with a deep understanding of technology and its application across various contexts. We believe that computing education should be inclusive, encouraging all pupils to explore their potential and develop a growth mindset towards technology.

### Implementation

To deliver an outstanding computing curriculum, we have focused on the following key aspects of implementation:

#### Knowledge and Skills Development

We have carefully designed our curriculum to provide a progressive learning journey, building upon prior knowledge and skills. We ensure that pupils acquire both computer science knowledge and digital literacy skills.

We introduce computer science concepts and computational thinking from the early years, gradually progressing to more advanced topics such as algorithms, programming, and data handling. Through a range of engaging and age-appropriate activities, we encourage pupils to think critically, problem-solve, and develop logical reasoning skills.

Digital literacy is integrated throughout the curriculum, emphasizing e-safety, online research skills, information retrieval, data representation, and effective communication through technology.

#### Access to Technology and Resources

We provide pupils with regular access to a wide range of technology and resources to facilitate their learning in computing. Our well-equipped computing suite and class sets of devices ensure that all pupils have the opportunity to apply their knowledge in a practical, hands-on manner.

We also ensure that computing is integrated into other areas of the curriculum, with digital devices, software, and online resources available in classrooms to support cross-curricular learning.

#### Effective Teaching and Learning

Our outstanding teaching staff are committed to delivering high-quality computing lessons, adopting a range of teaching strategies to capture pupils' interests and meet their individual learning needs.

Teachers effectively use modelling, questioning, and scaffolding to support pupils' understanding and promote higher-order thinking. Collaborative activities, pair programming, and group discussions encourage peer learning and problem solving.

We encourage the development of creativity by providing opportunities for pupils to design and develop their own software, games, and digital artifacts, fostering a sense of ownership and accomplishment.

#### Online Safety and Digital Citizenship

Online safety is a priority at our school. We have implemented a comprehensive online safety curriculum that covers topics such as privacy, responsible use of social media, cyberbullying, and keeping personal information secure. Pupils are taught how to identify and respond to online risks, providing them with the necessary skills to navigate the digital world safely.

We also encourage responsible digital citizenship, emphasizing the importance of respect, empathy, and ethical behavior in online interactions. Pupils are encouraged to critically evaluate online content and be aware of their digital footprint.

### Impact

Through our outstanding computing provision, we aim to achieve the following impacts:

#### Achievement and Progress

We expect all pupils to make good progress in their computing learning journey. They will develop a comprehensive understanding of computer science concepts, digital literacy skills, and the ability to apply their knowledge creatively and purposefully.

Pupils will demonstrate fluency in using a range of digital tools, software, and programming languages, as well as the confidence to adapt to new technological developments.

#### Engagement and Motivation

Our approach to computing education aims to inspire and motivate pupils, sparking curiosity, and fostering a passion for technology. Pupils will engage in challenging and stimulating activities that develop their problem-solving, logical reasoning, and computational thinking skills.

#### Online Safety and Digital Citizenship

Pupils will have the necessary skills to navigate the digital world safely, as responsible digital citizens. They will be able to identify and respond appropriately to online risks, protecting themselves and others. Pupils will understand the importance of ethical behavior, privacy, and respect in online interactions.

#### Cross-Curricular Application

Our computing curriculum ensures that technology is integrated into other areas of learning, providing pupils with opportunities to apply their computing knowledge and skills across the curriculum. Pupils will be able to transfer their computational thinking skills to solve problems in different subject areas.

#### Aspiration and Future Opportunities

Through our outstanding computing education, we aim to inspire our pupils to pursue further study and potential careers in computing-related fields. Pupils will have the necessary foundation to become skilled problem-solvers, innovators, and contributors to the digital world.

In summary, our intent for computing at our primary school revolves around providing a high-quality, inclusive curriculum that develops the necessary knowledge, skills, and attitudes for pupils to thrive in a digital society. By implementing effective teaching strategies and instilling responsible online behaviors, we aim to have a significant impact on pupils' achievement, engagement, safety, and future opportunities.