



The intent of our computing curriculum

- To provide children with the knowledge and skills to successfully navigate a world that is increasingly dependent on existing and emerging technologies, keeping themselves safe whilst working, playing and exploring in an ever more connected and online world.
- To help children to understand the importance that technology plays in their everyday lives and how a variety of computing devices, programs and apps can be used as tools to carry out a range of tasks that will support them in the modern world and into their working life.
- To develop an understanding of computing science and the language of computing and how it underpins many aspects of the modern world, giving children the opportunities to create, explore and play with code to prepare them for a rapidly changing, technological world.

How our computing curriculum is implemented

- Children are provided with a broad and rich computing curriculum that exposes them to all the different strands of the computing curriculum including: computing systems and networks, creating multimedia, data and information, programming and coding and e-safety.
- Staff are supported in their subject knowledge through use of resources from The National Centre for Computing Education (NCCE) to enable them to deliver a computing curriculum that is ambitious and enables progression from year to year.
- Children are given the opportunity to work on a variety of devices including computers, laptops, iPads, Chromebooks and physical computing hardware such as beebots and crumble kits.
- Children are exposed to the language of computers and are given opportunities to learn computing vocabulary and terminology that underpins their understanding and is used in the real world.
- Children are given the opportunities to use Computing and ICT to support their understanding in other subjects including English, Maths, History, Geography and many other subject areas.

The impact of our computing curriculum

- Children leave Henry Moore knowing how to stay safe when using connected devices and when interacting and exploring in the online world.
- Children can use a range of programs and apps to create multimedia projects and analyse data and information.
- Children understand how code and algorithms can be used to give instructions to a program or device.