

Computing Policy at Battle Primary Academy

Intent:

At Battle Primary Academy, we aim to provide a high-quality computing curriculum that will equip children with the skills and knowledge they need to use technology safely, responsibly and creatively, in the home and beyond.

Computing in the National Curriculum is split into three strands (Computer Science, Digital Literacy and Information Technology). It is important that children recognise the difference between what makes each one relevant to their future, as well as their everyday lives.

Implementation:

At Battle Primary Academy, we aim to ensure all pupils acquire basic computing skills and are:

- Provided with a relevant, challenging and enjoyable curriculum for computing through Purple Mash once a week.
- Able to access a range of suitable technology in school.
- Meeting the requirements of the National Curriculum programmes of study for computing.
- Using computing as a tool to enhance learning throughout the curriculum.
- Responding to new developments in technology.
- Developing their understanding of how to use computing and the internet safely and responsibly.
- Equipped with the confidence and capability to use computing throughout their later life.

Impact:

A high quality computing education is a crucial part of preparing children to live in a world where technology is advancing at a rapid pace. By the time children leave Battle Primary Academy, they will have gained the knowledge and skills across all three strands of computing, preparing them for life and work in a digital world. It is imperative that children are able to navigate and utilise the internet safely, as well as use their computational and critical thinking skills to thrive throughout the rest of their education and in later life.