Springfield Primary Academy Computing Statement of Intent

At Springfield Primary Academy, we recognise the importance of understanding and using computer technology in our daily lives. With technology developing and changing constantly, we want to teach our pupils how to understand, adapt to and use software and digital platforms to benefit their daily lives. Our curriculum promotes building children's skills and confidence in using computers, from understanding the basics of coding and programme use, to keen awareness of e-safety, which is address in every lesson, and how we can connect to others through the internet.

In Early Years, our pupils begin to use Bee-Bots, cameras, computers and tablet PCs to gain experience of using technology for a range of purposes which begins to develop their skills.

In Key Stage 1, our pupils learn the basic principles of coding and how to interact with common computer hardware and software such as Microsoft Word, Paint and coding programmes. This includes understanding the basic instructions a programme must follow, using drawing software to create and manipulate an image and understanding how user inputs control events. We also develop their understanding of E-safety, the different ways computers connect to one another and how we can use simple databases.

In Lower Key Stage 2, our pupils' knowledge of coding and computer use, grows further, focusing on the role of computers in communication and the laws surrounding the internet. Pupils learn further coding techniques, such as variables and IF THEN conditions, in addition to more advanced image and sound manipulation. Our understanding of the risks posed by online communications, the law of copyright as well as our responsibilities of what we post online is developed, linking to the pupils' growing use of more advanced options in software and databases.

In Upper Key Stage 2, we deepen our pupils' understanding of computer technology as a whole. Pupils learn how to further manipulate images and sound in software, in addition to understanding the use of sensors in input and the use of different operators for calculations. Pupils are taught how to choose the best software for a given task, such as collecting, analysing, evaluating and presenting data and information. As well as further their understanding of the internet and how to use it safely, legally and responsibly.

These key skills are taught in both discrete, focused computing lessons as well as part of our wider and core curriculum. As computing has grown significantly over the years, understanding these principles will ensure our pupils will be life-long learners and we recognise that the depth of knowledge and application of these skills in a wide range of areas is vital.