

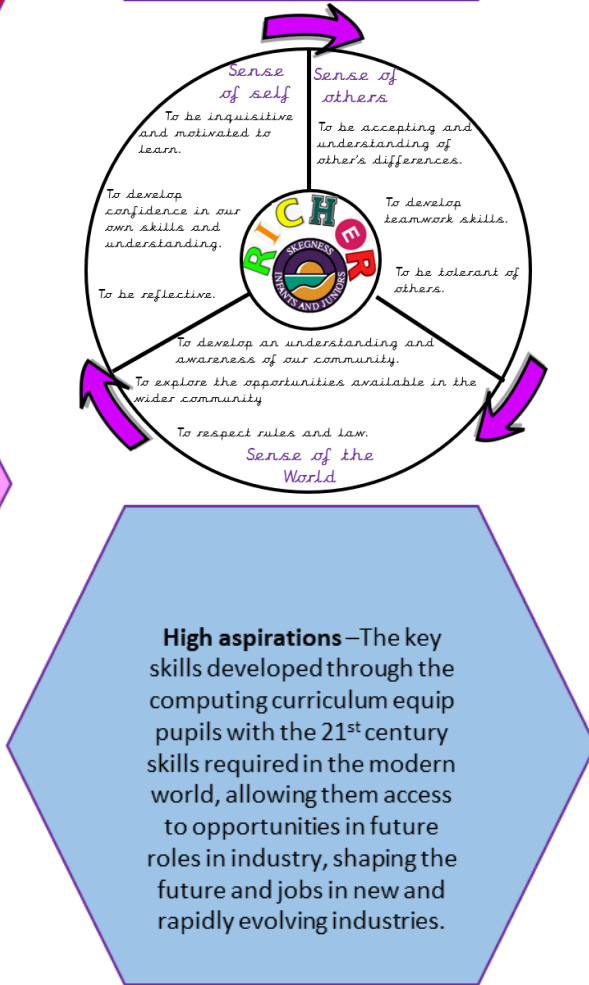
Computing Intent

Respect – E-safety is an integral part of the computing curriculum encouraging pupils to be safe and respectful online as well as considering appropriate ways to communicate and what to do if they feel unsafe.

Resilience – Our computing curriculum empowers children to demonstrate reliance in their approach to computational thinking, hypothesising, testing and developing ideas.

Independence – Computing equips children with the skills to participate in a rapidly changing world, it gives them the confidence to try new things and discover for themselves by following a line of thought through to completion, choosing the most suitable tools and programs to support them in this.

Exceptional – Computing enables pupils to be active participants in collaboration beyond the classroom and their locality, encouraging world wide links and shared experiences with others in communities, cultures and countries other than their own.



Creativity – Computing allows pupils to express their creativity through various forms including digital media, sound and visual recordings, digital art, music, photography, apps, games and programs

High aspirations – The key skills developed through the computing curriculum equip pupils with the 21st century skills required in the modern world, allowing them access to opportunities in future roles in industry, shaping the future and jobs in new and rapidly evolving industries.