

Computing



Intent

At Grange Farm, our computing curriculum aims to develop pupils' understanding of computational thinking and creativity, enabling them to understand and actively shape the digital world around them. We want pupils to use technology with confidence, responsibility, and imagination, preparing them for an ever-evolving technological landscape.

Through engaging, hands-on experiences, children learn how digital systems work and how to apply this knowledge through programming and problem-solving. Our curriculum equips pupils to use information technology to create programs, systems, and digital content with purpose and precision.

We aim for all children to become digitally literate—able to use, express themselves through, and develop their ideas using technology—at a level suitable for the future workplace and as active participants in a digital society.

Implementation

To achieve our intent, pupils are provided with a broad range of practical and stimulating learning opportunities using digital devices such as iPads, Chromebooks, and programmable robots. Lessons are designed to be inclusive, engaging, and progressively challenging, ensuring that all learners build on prior knowledge and develop increasing independence and confidence.

Our curriculum is structured around four key areas: **Multimedia**, **Online Safety**, **Technology in Our Lives**, and **Programming**. This structure ensures comprehensive coverage and supports the development of well-rounded digital competence.

Through this approach, pupils engage in exciting and meaningful projects such as creating animations and movies, coding and controlling robots, designing digital games, and exploring how technology impacts everyday life. Each lesson builds progressively on previously taught knowledge and skills, ensuring a clear pathway of development across the school.

Teachers model high-quality use of digital vocabulary and promote safe, responsible, and respectful behaviour online in line with our wider safeguarding and PSHE curriculum.

Impact

By the end of each academic year, pupils at Grange Farm are confident, creative, and responsible users of technology. They can apply their computational knowledge and skills to solve problems, create purposeful digital content, and express ideas effectively.

Children demonstrate a secure understanding of key computing terminology and concepts, showing clear progression across the four strands of learning: multimedia, online safety, technology in our lives, and programming.

Pupils enjoy computing and approach digital challenges with curiosity and resilience. They are well prepared to build upon their learning in the next stage of their education, equipped with the digital fluency and critical thinking skills essential for success in modern life.

