Curriculum Intent: Walking Tall in Computing

We will ensure that all children are able to achieve in their education.	We will raise aspirations and maintain and ambitious culture.	We will work in a positive, collaborative way with all stakeholders.
Achievement	**Ambition**	**Collaboration**

Achievement

How do we ensure all children are able to achieve in Computing?

Computing is an integral part of everyday life and will play an increasingly vital part in our children's futures. Our ambition at Richardson Dees is to provide pupils with the ability to use computational thinking and creativity to understand and change the world.

All pupils will develop skills to support them in becoming digitally literate, and ensuring they become active participants in a digital world.

Computing is a core requirement and we deliver this in discrete computing lessons as well as providing cross-curricular opportunity to achieve in computing.

We also aim to provide a technology rich environment, allowing pupils to flourish in confidence and ability to prepare them for the challenges of a rapidly developing and changing technological world.

Ambition

How do we raise aspirations and maintain an ambitious culture in Computing?

We aim to develop children's perception of technology as a tool for learning, innovation and discovery.

Our curriculum aims to enhance subjects using technology and show the children how the skills they learn in computing can be applied across other curriculum subjects.

Our belief that success comes from small steps for big rewards motivates us to teach the building blocks of computing from as early as EYFS, where role play encourages children to explore the world around them, and technology (such as the interactive whiteboard) is made available for use every day.

At Richardson Dees we also aim to provide opportunities to enrich our children's education with technologically enhanced learning.

Collaboration

How do children work in a positive, collaborative way in Computing?

In computing, we encourage all pupils to contribute in lessons by encouraging a supportive ethos.

When we complete a project, we share these across the class and the wider school in order to recognise the achievement of others and celebrate success.

We provide engaging and open-ended activities where collaboration is often a key to success. This ties in with our 'Seven Superpowers' where we strongly encourage and support collaborative learning.

Computing is taught as a whole class, and we ensure that collaborative projects are undertaken with varied groups each time. This involves children's purposeful use of digital technologies across the curriculum to create, organise, store, manipulate and retrieve digital content, as well as recognise common uses of information technology beyond school.

Children are encouraged to communicate ideas and information in a variety of forms using equipment and computer software to enhance their learning.