



INSPIRE **ENJOY** **ACHIEVE**
**NEWHAM BRIDGE
PRIMARY SCHOOL**

Computing Policy

Intent

At Newham Bridge Primary, we embrace technology, innovation and computing and believe that all children should be well equipped to live and flourish in an ever-changing technological landscape.

The intent of computing at Newham Bridge is to provide our children with the necessary knowledge and skills in the three main areas of the computing Curriculum: computer science, information technology and digital literacy. The objectives within each strand support the development of learning across the key stages, ensuring a solid grounding for future learning and beyond.

Implementation

Our Computing curriculum is well-planned and closely aligned to the national curriculum guidelines as well as being link to topics (where appropriate).

At Newham Bridge, computing is taught as a timetabled lesson, with dedicated resources. However, there are opportunities to use computing as an additional tool within other subjects allowing the children to become creative thinkers and access learning in a variety of ways.

Lessons are planned to maximize learning potential and a variety of digital devices will be used to support this when appropriate. The range of programs and apps children access throughout their time in the school will allow them to build up a bank of resources to support them in developing their learning, expressing their creativity and become digitally literate.

Impact

Our approach to the curriculum results in a fun, engaging, and high-quality computing education.

Children will have developed the knowledge, skills and understanding to help them access and use a range of technology in a safe and creative way. Children will have developed skills that equip them to apply computational thinking to solve problems and creativity when designing content.

Children's skills will progress to enable them not only to meet the requirements of the National Curriculum, but to also enjoy using technology to develop knowledge and ideas as well as express themselves safely and creatively as responsible citizens.

Overall, Newham Bridge Primary's Computing provision provides pupils with a strong foundation in Computing, which is vital in today's digital age.

Long Term Plan

	Autumn Term		Spring Term		Summer Term	
Year 1	Digital painting		Digital writing		Coding - Animations	
Year 2	Technology beyond school		Organise and present data		Coding – Building sequences	
Year 3	Computer networks	Stop frame animation	Coding- Sequencing using sound	Databases	DTP	Coding – Events and Actions
Year 4	The internet	Audio production	Coding – Repetition	Data logging	Photo editing	Coding – Repetition in Games
Year 5	Computer systems	Video production	Physical computing – Selection	Databases	Vector graphics	Coding – selection in quizzes
Year 6	Communication and the internet	Web page creation	Coding – Variables	Spreadsheets	3D Modelling	Physical computing – Sensing movement