This statement, and our Computing intent and curriculum, has been developed by our subject leader for Computing in discussion with our teaching staff team and our Teaching, Learning and Standards Governors Committee.
This curriculum statement should be read alongside
- our school vision statement
- our Teaching, Learning and Assessment Policy and our Policy on Marking and Feedback to Children
- our published curriculum overview
- our 'curriculum pack' for Computing, which includes details of the agreed curriculum for Computing at Christ Church, including our skills and content progression documents

Intent of our Christ Church Computing Curriculum
Computing supports our school vision of inspiring *life in all its fullness* through its contribution to our provision of the widest possible breadth of curriculum, equipping our children to use computational thinking and creativity to further understand and contribute to the wider world. We believe that computing, and computational thinking, are an integral part of all learning.

Our intent and aims for computing are that all children will be able to develop a range of skills, knowledge and understanding that will equip them for the rest of their lives. We are aware that each child's starting point is very different, so our computing curriculum is designed with high expectations and to develop skills sequentially in all of our children, drawing on and extending their prior knowledge in the subject. Our breadth of provision is also designed to allow children to discover and develop new talents in the area and to make links with other areas of learning. We offer a range of enrichment activities, both within our school setting and outside the classroom.

With computer science at the heart of our computing curriculum, we aim to teach children the principles of information and computation, how a range of digital systems work and operate, and how to put this knowledge into practice through programming, as stated in the National Curriculum. Our children will be able to use technology efficiently and access the online world safely, respectfully and responsibly – skills that are compatible with other aspects of their lives and learning. The skills learnt in computing are transferable to a range of different subjects, as well as later in life for the future workplace. Our aim is that our children will become digitally literate contributors and active participants in a digital world.

Aims of Computing within the Primary National Curriculum
The National Curriculum for Computing aims to ensure that all pupils
- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology
(National Curriculum 2013)

The Curriculum
All pupils are taught an appreciation and understanding of technology in our world according to the Early Years Foundation Stage (EYFS) document and then the content and skills set out in the programmes of study in the National Curriculum.

Our Computing 'curriculum pack' includes
- information about our expectations for teaching the three different elements of the computing curriculum: coding; digital literacy/IT skills and online safety/digital citizenship

- our skills progression document, detailing specific skills to be taught from Reception to Year 6 in the following areas:
  - coding - alongside a specific progression in coding using the rodocodo program, Purple Mash and Scratch/Jr
  - digital literacy/IT skills - with examples of suggested activities and programs
  - online safety/digital citizenship – with examples of age-appropriate resources

Additional information specific to Computing

Resources, teaching and continuing professional development
The school uses sets of Chromebooks, iPads and other devices, including programmable toys, to teach the computing curriculum, alongside a wide range of software and subscriptions to educational resources.
Computing across the school is planned and taught by class teachers with some support from a specialist teacher.
The Computing Subject leader (and the Computing specialist teacher) attends appropriate training and/or networks for the subject area. Training is then shared with other staff through staff meetings or team teaching.

Enrichment: Wider Opportunities
The school provides a range of wider opportunities to enrich the Computing curriculum provided in the classroom, for example:
- annual trips for all classes to the Camden City Learning Centre (CLC) for computing projects and use of their specialist resources and teachers
- recent after school clubs for KS1 and KS2 , such as Tech club and touch typing club
- workshops in school to supplement the computing curriculum (past workshops have included robot building and tech through the decades)
- use of expert visitors to lead classroom sessions, assemblies and parent workshops related to online safety
- cross-curricular opportunities where computing learning is applied and transferred to other curriculum areas

Review
This statement will be reviewed by the school's Computing Subject Leader every three years to ensure that it is a reflection of current best practice.