Curriculum Impact for Computing

Our Computing curriculum is developing a community of enthusiastic Computer scientists who enjoy showcasing their ability to use a variety of devices and platforms which develops their knowledge and skills.

Children across the school are increasingly displaying their enthusiasm for Computing. Over the last two years the growth in Computing as a subject across the school has ensured that this enthusiasm is consistently developed. Staff and pupils alike understand the importance of Computing as a subject as well as the importance of the transferable technological skills they learn which can be used across the wider curriculum and beyond the classroom.

Staff and pupil confidence in using a range of devices across the curriculum has continued to grow. Pupils are curious and inquisitive learners, showing curiosity of systems, programmes and their Computing lessons. The staff audit taken in June 2022 shows that staff confidence has developed over time through targeted Continuing Professional Development.

During the last academic year projects including the 3D printer project had a significant impact on the children's enthusiasm towards Computing and technology. The children were able to design a 3D object during a lesson which was organised and coordinated by the subject leader. At the end of the project, each child was able to take their printed object home to share with their family. This then further developed a love of learning for the Computing curriculum.

Over the last three years the children have been continually exposed to the three areas of Computing and value the individual importance of each.