

Thorner's computing vision

At Thorner's CEVA primary school, the teaching of computing will equip our children to develop the necessary skills to help them navigate and understand the digital age. Our lessons will be interactive and practical, allowing curiosity and intrigue to be developed and embedded in our children's developing understanding. We will explore 3 key areas within our teaching of computing; computer science, digital literacy and information technology. Our children will understand that computing is embedded within most aspects of our modern lives, and they will develop an appreciation for its growing importance in the digital age. We have a responsibility to ensure that our children see the bigger picture for computing and technology in our rapidly developing world. The need to unlock the digital potential of rural areas is a widely discussed issue, as a school we have prioritised the updating of in school technology within our 2022/23 budget and in summer 2022 we were fitted with super-fast broadband. We aim to ensure that the children experience rich cultural capital in regard to computing education.

Our children will explore the 3 main areas of computing through a broad range of interactive, technology-based learning opportunities. Our children will design, write and debug programs that accomplish specific goals, they will use sequencing, selection and repetition in programs working with variables and various inputs and outputs. Our children will use logical reasoning to explain how simple algorithms work and to correct errors which arise. Our children will develop an understanding of computer networks including the internet, they will develop knowledge and understanding about how the world wide web works and the opportunities for communication and collaboration which it provides. They will use search technologies effectively and efficiently, exploring why results appear and how they are ranked. They will review and assess digital content, exploring fake news and social media. Our children will be able to select and use a variety of software on a range of digital devices to create a range of programs, systems and content that accomplishes specific goals. Our children will be able to collect, collate, present and learn from data and information. They will learn how to use technology safely and responsibly. Our 6 BIG computing questions are explored throughout our computing curriculum. Our pupils are empowered to develop the knowledge, skills, vocabulary and understanding to produce increasingly complex and well-informed answers to these BIG questions as they transition through the school.

In the digital age, computing is a rapidly developing topic, and our computing scheme is designed to meet the comprehensive demands of such a topic. At Thorner's CEVA primary school, the teaching of computing will inspire our children to develop a deep curiosity and intrigue about the digital world. While we have moderate experiences of the digital world at home and in school, our teaching of computing will prepare the children for the rapidly evolving digital world, preparing them for a global digital world. The exploration and teaching of computing at Thorner's will provide all children with a rich cultural capital. When a child ends their educational journey at Thorner's, they will have been provided with rich opportunities to explore and understand the digital demands and computing tools of the modern age. Children will explore how my laptop can send a picture to the printer while connecting to the Disney website whose server is in America. They will understand how games and digital media are created, produced and published. They will learn how programs

work, why they go wrong and in what ways they can be fixed. Our children will know how to identify fake news and will be aware of the risks of the internet. Our children will be equipped with the knowledge to use a range of day-to-day computer programs. Our children will leave Thorner's with the necessary skills to thrive in the digital age.