

# Subject on a Page Computing

## Intent

In today's rapidly evolving digital society, computing plays a crucial role in our daily lives. Technology continues to transform our lives, making the world a much smaller place and enabling us to communicate in ways we never thought possible. The importance of understanding and using technology safely and responsibly cannot be overstated, and the teaching of computing plays a vital role in preparing students for the challenges of a technology-driven world.

Computing helps students develop a range of essential skills, including problem-solving, critical thinking, creativity, and logical reasoning. These skills are not only valuable in their own right, but they are also transferrable to other areas of life, helping pupils to succeed both personally and professionally in the future. In addition, computing opens a world of exciting possibilities, which can inspire students to learn more about how technology is shaping our world and the possibilities for the future. By fostering a love and curiosity for computing, we can help cultivate the next generation of computer scientists and technology leaders.

## Implementation

### When is Computing taught?

Computing is taught through the thematic units. The 'Digital Citizenship' strand is further built on through the teaching of the 'Safe Zone' units. The Satellite View maps out which thematic units feature computing and clearly shows the objectives that are taught.

### How is Computing taught?

Computing is taught through a combination of hands-on, interactive, and engaging activities that allow students to apply their knowledge and skills in real-world contexts. Whether through unplugged activities, that encourage creative problem-solving, or hands-on projects that allow students to experiment with technology, pupils will develop their skills and knowledge through meaningful and engaging learning experiences. The curriculum is designed to encompass the different strands of computing.

### What do we learn about in Computing?

- **Digital Citizenship**

This is the ability to access digital technology safely and responsibly, as well as being an active, respectful, discerning member of society both online and offline.

- **Computer Science**

This encompasses the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming.

- **Data**

This teaches pupils how to sort and present data in a variety of ways, using databases and spreadsheets, and how this is utilized in society.

- **Information Technology**

This helps pupils understand the practical applications of computing in the wider world e.g. computer networks and the World Wide Web.

- **Multimedia**

This involves the use and combination of video, audio, graphics and text to interact and communicate with an audience through a variety of different software/apps.

## Impact

### How do we assess and monitor Computing?

- Pupil voice
- Theme books
- Work produced
- Verbal retrieval
- Written retrieval
- Displays

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