

Cheddington Combined School  
Enjoying our learning...sharing our success



# Subject Overview for Computing

Date reviewed: September 2024  
Next review date: September 2025

## Computing

### Intent

At Cheddington, our intention is to give children the tools they need to be confident and responsible in a digital world where the technology and systems are ever-changing. We understand the importance of children confidently knowing the skills to access and use technology that has not yet been invented allowing them to pursue careers that do not yet exist. We want children to be creators not just consumers and understand how to responsibly, positively and safely engage with technology around them.

Children are encouraged to see technology as more than just computing lessons; that it can support children's access and engagement with all areas of the curriculum and allow children to share their learning in creative ways.

### Implementation

In addition to discrete computing lessons, the use of technology is encouraged to support learning across all curriculum areas using a wide range of software and hardware. Our computing curriculum focuses on the three core areas of computing: computer science, information technology and digital literacy, alongside the areas of online safety: self-image and identity, online relationships, online reputation, online bullying, managing information online, health and wellbeing, privacy and copyright and ownership.

Computing is taught through the Teach Computing scheme using its research evidence base to ensure that children receive up to date quality teaching. Using their spiral curriculum, we are able to ensure that children build on existing knowledge and skills to face increasing challenges as they mature. Lessons are taught each week, covering one topic per half term, with online safety being taught in the first lesson of each half term to ensure concepts are embedded.

Additionally, at Cheddington, we aim for computing to be part of their wider educational experience. Children may use the internet to research topics in history or geography, play maths games to deepen understanding, and present their work in digitally creative ways.

### Impact

Our children are creative and knowledgeable digital citizens who persist in the face of challenge. They learn the skills needed to create and develop digital work and safely access a range of technological systems. The curriculum ensures that children learn the necessary skills, building on their existing knowledge. Assessment is built into everyday practice with children being continually assessed, developing their knowledge across a unit through progressive challenges. This allows for misconceptions to be swiftly addressed. Children understand the risks involved in being online in an age appropriate way and know what to do if something makes them uncomfortable. As a result, children leave Cheddington excited and confident to use technology effectively to support their learning and wider life.