

'A high quality computing education equips pupils to use computational thinking and creativity to understand and change the world.' **Computing programme of study, DfE, 2013**

Our computing curriculum has been designed with the above aims in mind. We currently offer a curriculum where the units taught have been carefully sequenced, providing children with the chance to revisit, repeat and build on key concepts and ideas.

At Chantry Community Primary School, we aim to foster children's curiosity and fascination with technology so that this thirst for knowledge remains with them for the rest of their lives. Our values embeds this as we aim to give children as many opportunities as possible to experience, explore and explain the wide variety of technology in the world in order for them to become informed and thoughtful members of the digital community.

There are eight key aspects of the computing curriculum at Chantry Community Primary School: coding and programming, e-safety, digital exploration, communicating, multimedia, graphics, sound and data. All of these skills enable children to be taught the principles of information and computation. Building on this knowledge and understanding, pupils are equipped to create programs, systems and a range of multimedia content. Our curriculum also ensures that pupils are able to use, and express themselves through, information and communication technology – at a level where they can become active participants in a digital world.

Useful Links

<https://teachcomputing.org/curriculum>

<https://www.barefootcomputing.org/>

<https://www.stem.org.uk/primary-computing-resources>

<https://www.saferinternet.org.uk/>