

## **Subject area: Computing**

### Curriculum Design

The aim of our Computing Curriculum is to give all children at Westfield opportunities to explore and recognise the wide variety of technology that is now a growing part of their world. How this technology impacts on our lives and the opportunities that technology gives them. Our children will meet, on a number of occasions throughout Key Stages 1 and 2, aspects of Computer Science, Information Technology whilst developing their Digital Literacy skills.

Our curriculum aims to be challenging, stimulating and fun, within a safe environment for the children to explore technology.

### Planning and sequencing

When the computing curriculum was first put into place, a number of documents were used to inform the design. These included CAS (Computing at School) Progression Pathways and CAS (NAACE) Computing in the National Curriculum. In addition, published schemes were also consulted e.g. Rising Stars. Computing at Westfield was broken down into three strands -Computer Science, Information Technology and Digital Literacy. The broader National Curriculum objectives for Key Stage 1 and 2 were then placed on a matrix that covered Year 1 to 6. These broad objectives are revisited throughout Key Stage, then to be revisited in Key Stage 2. With some objectives they may be revisited on numerous occasions. Once these were in place, the broader National Curriculum statements were broken down into a development of skills and knowledge. Ensuring that our children could build on knowledge and skills from previous year groups and move onto new concepts and skills. Our Computer Curriculum at Westfield was bespoke so that links could be made to other curriculum areas. This gives our children better contexts in which their learning can take place. Our curriculum gives the children an opportunity to revisit the NC objectives developing skills, knowledge and confidence throughout KS1 and 2.