Intent

At The Limes Primary Academy, we understand that a high-quality computing education is essential for pupils to understand modern information and communication technologies (ICT), and for them to use these skills to become responsible, competent, confident and creative participants of an increasingly digital world.

Knowledge and understanding of ICT is of increasing importance for children's futures; both at home and for future employment in the world of work.

Our computing curriculum focuses on a progression of skills across the different strands of computing: online safety, computer science, information technology and digital literacy. These strands are revisited repeatedly through a range of topics and themes to ensure learning is embedded and skills are successfully developed.

Our intention is for computing to be taught through cross-curricular topics within our Creative Curriculum to support children's creativity, to engage children and to enrich their learning experiences in school.

Implementation

Computing is taught through a range of cross-curricular projects designed to enable children to develop skills across all strands within the computing curriculum: online safety, computer science, information technology and digital literacy.

Planning is taken from a combination of 3 different programmes: Teach Computing and Barefoot Computing (both Government supported schemes of work) and Hamilton Trust.

Children are given opportunities to use various computing equipment including: IPads, laptops, VR googles, recordable devices, programmable robots and other technical toys.

As children progress through the school they revisit computing knowledge to ensure that learning is embedded, and skills are successfully developed. In Early Years, children will be introduced to various computing skills through technical toys, Ipads and the exploration of construction and other practical resources.

Computing learning is embedded in the wider curriculum and displayed on the Learning Pathway.

Computing

Impact

The Limes curriculum enables children to see that computing can be used creatively within all areas of learning.

Also, they will understand the importance that computing and digital technology have in their future outside of the classroom.

As children move through the school they revisit the key computing strands to ensure learning is embedded.

Children will be given opportunities to use this language in discussions, and key vocabulary will be displayed on class Learning Journeys.

Children will have knowledge of how to communicate online and keep themselves safe while doing so.

On completion of each project, teachers will assess children against the National Curriculum Objectives.

THE LIMES
PRIMARY ACADEMY