Computing at Beechwood Primary School

From EYFS, up to Year 6, our children are taught the essential knowledge and skills taken from the Early Years Framework 2021 and the National Curriculum 2014. Our well-planned journey through the computing curriculum helps our pupils to build upon their prior learning and apply past knowledge to new situations; we are passionate about ensuring that our children's learning transfers to their long-term memory. To ensure that this happens we constantly revisit concepts and themes both within year groups and subjects and across year groups and different subjects where applicable.

Through our Computing curriculum at Beechwood we aim to give our pupil's the life-skills that will enable them to embrace and utilise new technology that will inevitably play a pivotal part in their lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. Computing teaches our children essential skills that they will use throughout their lives. By understanding how to use technology, our children will be able to formulate and innovate incredible solutions to complex problems that we had no idea where solvable. As soon as children come to our school, they are encouraged to explore technology around them. As a school we use Kapow as our carefully selected scheme of work for computing however, we further enhance this where possible with additional opportunities for children to develop their computing skills through our partnership work with Daresbury Labs and our Coding Clubs.

Lessons are taught to encourage the children to think creatively and find solutions to problems that they face, with e-safety at the heart of it, ensuring that our children learn from an early age how to stay safe online.

We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology to model positive use. We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. Building our knowledge in this subject will allow pupils to effectively demonstrate their learning through creative use of technology. We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers. All of this is also supplemented through other areas of the curriculum and one-off theme days. By the time that they leave us we aim for them to be able to use the internet safely and responsibly and know what to do if something happens online that they are not happy with.