



# COMPUTING AT NANCLEDRA

The Nanclendra computing curriculum aims to instil a sense of enjoyment around using technology and to develop pupil's appreciation of its capabilities and the opportunities technology offers to create, manage, organise and collaborate. Tinkering with software and programs forms a part of the ethos of our curriculum as we want to develop pupils' confidence with encountering new technology, which is a vital skill in the ever evolving and changing landscape of technology

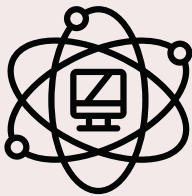
## INTENT

Through our curriculum, we intend for pupils not only to be digitally competent and have a range of transferrable skills at a suitable level for the future workplace but also to be responsible online citizens.

The curriculum enables our pupils to meet the end of Key Stage attainment targets outlined in the National Curriculum and therefore equips our children for life in the digital world, including developing their understanding of online information and healthy use of technology.

## IMPLEMENTATION

The Nanclendra computing curriculum is designed with three strands which run throughout:



Computer science



Information Technology



Digital literacy

Our curriculum is organised in to five key areas, creating a ctical route through which pupils can develop their computing knowledge and skills by revisiting and building on previous learning:



Computing systems and networks



Programming



Creating media



data handling



Online safety

## IMPACT

With our curriculum, we aim for pupils to leave Nanclendra equipped with a range of skills to enable them to succeed in their secondary education and be active participants in the ever-increasing digital world.

Children will;

- be critical thinkers
- understand the importance that computing will have going forward in both their educational and work life
- understand how to balance time spent on technology and time spent away from it in a healthy and responsible manner
- understand that technology helps to showcase their ideas and creativity
- have an awareness of developments in technology and have an idea of how current technologies work and relate
- be able to use technology both individually and collaboratively
- meet the end of Key Stage expectations outlined in the National curriculum for computing.