



St Ann's R.C. Primary School

Computing Curriculum Intent

At St Ann's R.C. Primary School, our intent for Computing is to equip pupils with the knowledge and skills to thrive in a digital world. We foster curiosity and creativity, enabling children to use technology confidently, safely, and responsibly. Through practical experiences, children learn to solve problems, think logically, and express ideas digitally. Guided by our values of Love, Respect and Service, pupils develop an understanding of how technology connects us, how to use it to help others, and how to treat everyone with kindness online.

We aim to provide a rich, progressive and engaging journey in computing that prepares pupils for life in an ever-changing digital world while helping them to grow as responsible members of their communities.

Implementation

Our curriculum is built around the three pillars of Computing: Computer Science, Digital Literacy and Information Technology. Within this, the curriculum is organised around five key areas: Digital Literacy, Online Safety, Programming, Computational Thinking, Computers and hardware.

- **Structured Progression:** Computing is taught through a clear sequence of knowledge and skills from EYFS to Year 6 ensuring pupils build on prior learning.
- **Practical Experiences:** Lessons include hands-on activities with devices, coding tools, and digital media to develop confidence and competence.
- **Cross-Curricular Links:** Opportunities to apply Computing skills in other subjects, such as data handling in Maths or digital art in Art.
- **Online Safety:** Embedded throughout the curriculum, teaching pupils how to stay safe, make responsible choices, and show respect online.
- **Inclusive Approach:** All pupils access Computing through adaptive strategies and resources, ensuring equity and engagement.

Impact

The impact of our Computing curriculum is monitored through both formative and summative assessment opportunities which are woven into each lesson.

- Ensure children leave St Ann's as confident, creative and responsible users of technology, prepared for the next stage of learning and life in a digital society.
- Develop children's computational thinking so they can solve problems, understand how digital systems work and respond thoughtfully to new and emerging technologies.
- Enable children to be critical thinkers who can make informed, appropriate digital choices, including how to balance time on and away from technology for their wellbeing.
- Foster respect and kindness in all digital interactions so that online behaviour reflects the school values and contributes positively to the wider community.
- Provide a clear progression of technical skills across computer science, information technology and digital literacy so that children meet, and where possible exceed, end-of-key-stage expectations.
- Teach children to use a range of hardware and software to showcase their ideas and creativity, individually and collaboratively, for a variety of artistic and practical purposes.
- Ensure children understand online safety risks, know how to respond to problems in a responsible manner, and recognise how technologies connect and affect their daily lives and future opportunities.

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