



# Filleigh Primary School – Curriculum Intent



Computing					
Resilience	Respect	Community	Creativity	Independence	Trust
		<p><b>Computer Systems and Networks</b> The Computer Systems and Networks strand is taught once a year, building progressively from one year group to the next, with subject specific knowledge introduced at age-appropriate points.</p>	<p><b>Data and Information</b> The Data and Information strand is again taught once a year, progressing in both skills and software. Key Stage 1 uses simplified age-appropriate software platforms, progressing to more industry focused software in upper Key Stage 2.</p>		
		<p><b>Programming</b> The Programming stand is taught twice a year, with the same concept revisited and covered in more depth. The following year incorporates the previous skills, whilst progressing onto a new concept.</p>	<p><b>Creating Media</b> The Creating Media strand hosts a wide range of different media types, and therefore different skills. To support progression, this can be best categorised into four different key areas: text, graphics, photo/video and audio.</p>		

At Filleigh Primary school, we value an effective learning experience which combines the five domains of an effective computing curriculum; knowledge of learners, subject matter content, teaching experience, pedagogical knowledge and curricular knowledge. Four themes are revisited through the spiral curriculum in each phase; computer systems and networks, data and information, programming and creating media.

It is our aim that pupils:

- Learn in a sequence that builds on prior knowledge
- Are scaffolded appropriately to succeed and thrive, using visual prompts to ensure all pupils achieve the same learning goals
- Are given the opportunity to foster a deeper understanding of a concept, through exploratory tasks that encouraging pupils to apply their learning in different contexts and make connections with other learning experiences
- Learn about code being the building blocks of all technology, starting with simple programmable toys, using tablets and then coding with more sophisticated programs to become proficient at coding.
- Build knowledge of ordering instructions and solving problem through changing instructions.