<table>
<tr><td colspan="2">Computing at Corpus Christi
By the time children leave Corpus Christi they will have the coherent knowledge and skills in order to use technology effectively.
They will be equipped with the ability to conduct themselves safely and appropriately online as well as to know what problems can be faced online and how to deal with these.</td></tr>
<tr><td>Intent</td><td>At Corpus Christi we believe that a high quality computing curriculum will inspire pupils to become more curious about technology and its uses in the world. 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, cross curricular and accessible.
We aim to develop well rounded and successful technology users by:
• Developing pupils understanding of internet safety
• Enabling children to use technology accurately and appropriately within all areas of the curriculum.
• Challenging children to build and create their own digital content.
• Encouraging children to evaluate information technology including new or unfamiliar technologies.</td></tr>
<tr><td>Implementation</td><td>Currently KS1 and KS2 are following Teach Computing scheme of work. This is supported by Code.org for programming.
Computing is taught once a week.
The scheme of work is supported by making as many meaningful cross curricular links as possible.
In EYFS computing equipment is used and explored through continuous provision.
This scheme of work ensures progression in :
- E-safety
- computing systems and networks
- creating media
- data and information
- Programing

Each lesson builds on the skills and knowledge children have learnt in previous lessons and years.
Lessons are practical and allow children to explore and use relevant technology.
Lessons have clear objectives and context that are shared with children and these objectives show clear progression.
Computing folders clearly show learning and progression as well as giving children opportunity to reflect on their practical work.</td></tr>
<tr><td>Impact</td><td>Children will be confident users of technology. They are able to use technology to accomplish a wide variety of goals, both at home and in school. Our learners will be able to discuss, reflect and appreciate the impact computing has on learning, development and well-being. Pupils will know more about how to conduct themselves safely in a developing online world. Children will understand and be able to use the key skills they have learned to produce digital content. Children will have the knowledge, skills and understanding needed to move onto the next phase of their learning.</td></tr>
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