



The Computing Curriculum at Balderstone



Aims of Computing at Balderstone:

Our aim is to provide a high-quality computing education which equips children to use computational thinking and creativity to understand and change the world.



Rooted in our Christian values....

Through computing, our pupils are afforded the opportunities to live out their Christian values and loving learning, devising and implementing solutions to problems. By teaching concepts and approaches, we demonstrate how ideation and innovation builds **community** and solutions bring **hope**. By tinkering and debugging, we promote a sense of **forgiveness** in ourselves and **compassion** for others that we make mistakes and can learn from them.



Flourishing for all....

Across all year groups, there is a focus within computing upon building **resilience**. It is important that pupils learn to recognise failure as an essential part of the computing process. Through debugging, pupils learn to recognise the important of finding errors and implementing solutions. Perseverance becomes important when numerous implemented solutions do not work and collaborating with others can be the unlocking of a solution.

Children in SEND will be supported in Computing through many strategies.



Overview....

Our computing curriculum covers all aspects of the National Curriculum. This includes a focus on **internet safety** throughout. Every unit of work includes specific internet safety teaching with resources from Project Evolve used to support this.

By the time they leave us, children will have gained key knowledge and skills in the three main areas of computing:

- Computer Science - programming and understanding how digital systems work
- Information Technology - using computer systems to store, retrieve and send information
- Digital Literacy - evaluating digital content and using technology safely and respectfully

We follow NCCE Teach Computing curriculum to support the development of learning across the key stages, ensuring a solid grounding for future learning and beyond. Numerous additional resources support the implementation and delivery of the curriculum including [Barefoot](#).