



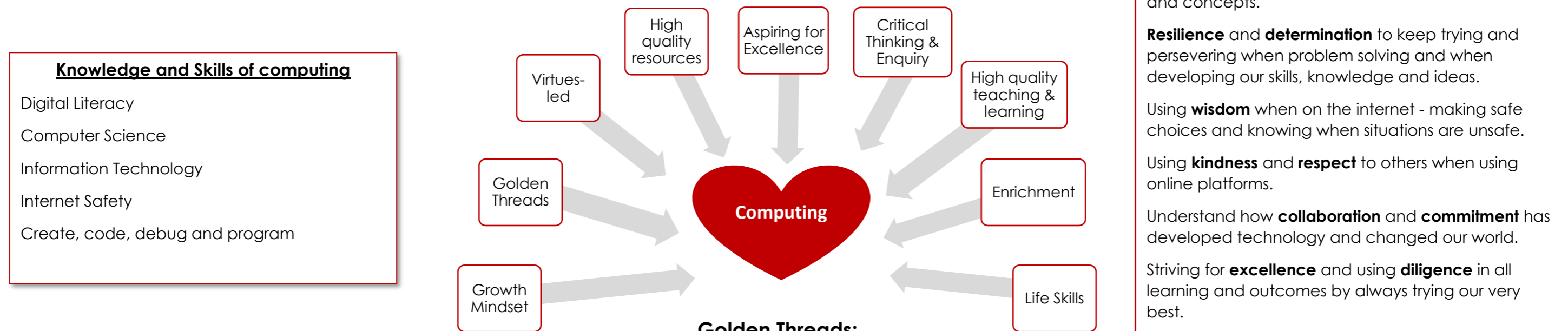
NPSB Computing Menu



Why do we prioritise Computing?

"If you want to create and be a visionary, you're probably going to be working with technology in some way." (Steph Curry). Our world is forever changing and developing, and technological advancements continue to play a significant part in this. Our pupils need to be prepared for this forever changing world. Our computing curriculum aims to:

- develop a life-long love of computing and computing skills enabling children to build a positive, diligent and creative attitude to and within technology.
- develop critical thinkers.
- enhance children to use technology safely, respectfully and responsibly.
- develop children who use and understand computing language and recognise its importance as a language for communication and thinking.
- ensure pupils become fluent in the fundamentals of computing: digital literacy, computer science and information technology.
- develop and understand life-long skills of computing in a growing, technological world.
- be able to understand and apply how Computing links to other areas of the wider curriculum.
- learn about our responsibility to the Global Family.
- develop pupils who are keen to take responsibility for their own learning using a virtues-led approach.
- help to break down the barriers that they may face in life and to minimise and eliminate the gap for disadvantaged pupils.



Golden Threads:

GT1 – Love & Forgiveness vs Enmity & Hate **GT2** – Peace & Collaboration vs Conflict & War **GT3** – Trust in 'the Divine' / 'God'

Well-Structured	Ambitious & Inclusive	Life-Long Learners	Knowing more & remembering more	Subject knowledge and skills
<ul style="list-style-type: none"> • iCompute scheme: Well-sequenced progression of knowledge and skills document. • Vocabulary progression. • Lesson expectation document that outlines effective ways to teach Computing. • Purposefully planned units of work to link and build on learning. • Key concepts are progressively built on. 	<ul style="list-style-type: none"> • Ambitious scheme (iCompute) to develop skills and knowledge and to promote critical thinking and curiosity. • Activities and challenges to enhance computational thinking. • Online safety is inclusive and taught through a range of contexts. • Working walls or examples to support learning. • Inclusive enrichment opportunities. For example, coding/computing club and STEM week. 	<ul style="list-style-type: none"> • Golden Thread enquiry questions eg How has collaboration helped to advance technology? How can we resolve conflict that occurs online? • Lessons linked to virtues • Leaders of learning • Creating global citizens – understanding our responsibility to our global family. • Enrichment opportunities that foster a love of computing eg coding/computing club and STEM week. 	<ul style="list-style-type: none"> • 'The Big Picture' to capture the end goal of each unit and link current learning to previously taught knowledge and skills. • 'Can You Still...?' is an opportunity to retrieve and practise previously learned knowledge and skills. • The use of computers across subjects encourages recall of key computing knowledge and skills. • STEM Week as part of British Science Week incorporates the revisiting and application of previously taught knowledge and skills. • Application of skills by using technology across a range of other subjects, including homework. 	<ul style="list-style-type: none"> • High-quality teaching and learning • All staff involved in high-quality professional development and training. • iComputer scheme supportive of teachers' subject knowledge. • High-quality questioning and enquiry questions. • Opportunities to revisit previously taught knowledge and skills. • Cross-curricular links (eg Maths, Science, DT and English) and opportunities to apply previously learned computing knowledge and skills within different contexts. • Key vocabulary is explicitly taught.