

**Behaviours:**

Enjoyment

Creativity

Determination



# NPSW Computing Menu



**Skills:**

Develop ideas

Communicate

Collaborate

Create

Present

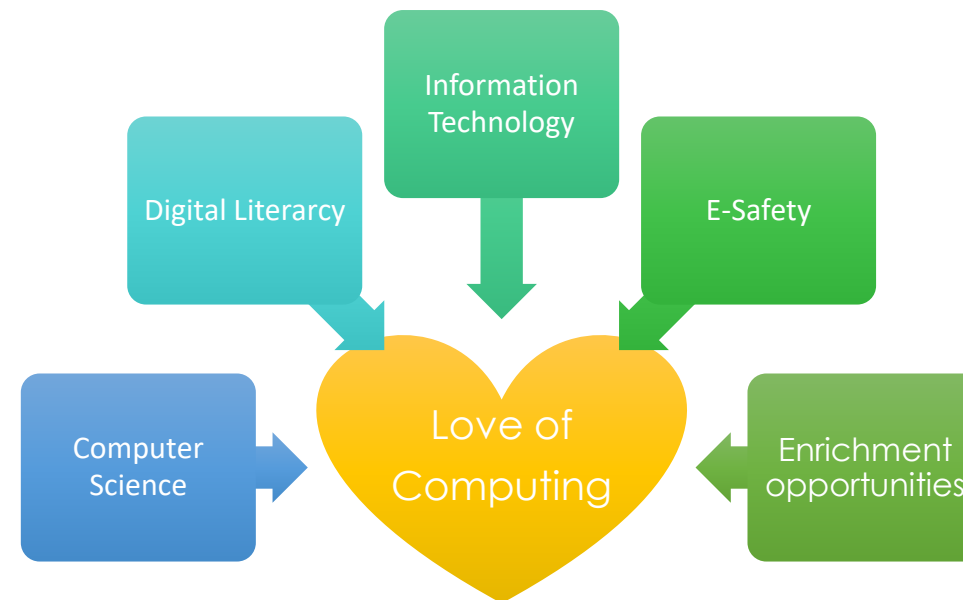
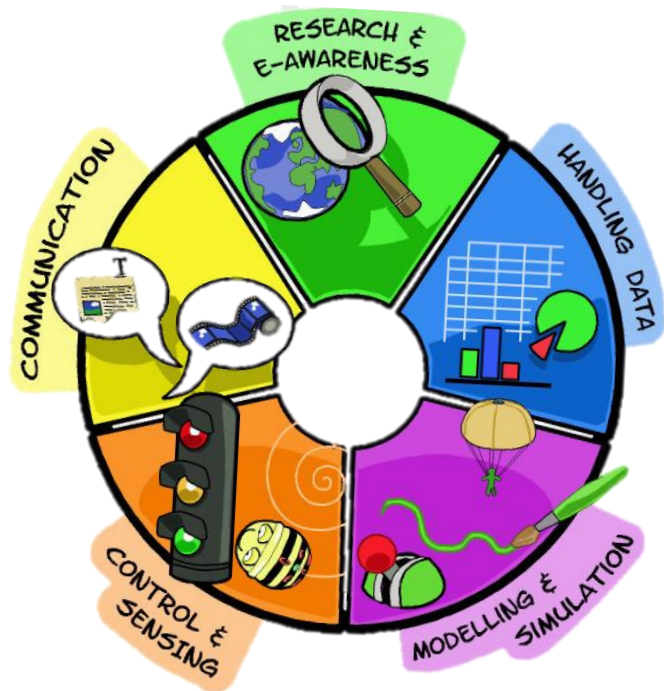
Evaluate

**Our aim:**

At Nishkam Primary School, we believe it is vital to equip our children with the knowledge, skills and understanding of computing that they will require throughout their lives. We focus on key fundamental principles including computer science: learning how computers and computer systems operate and how they are programmed. Our purpose is for children to develop computational thinking skills and design and create their own digital content. By the end of their Nishkam journey, our children will become skilled digital creators.

**The intent of our curriculum:**

- Enable children to become digitally literate.
- To develop the knowledge and skills necessary to fully participate in modern culture.
- Have access to a broad range of software and technologies and experience them in different ways and contexts.
- Use a rich variety of digital tools and technologies and learn how to develop ideas, communicate, collaborate, create, present and evaluate.
- Identify and use a range of software, technologies and tools to apply knowledge and skills in different areas.



## Computer Science

- Understand what algorithms are.
- Use logical reasoning to explain how algorithms work.
- Design, write and debug programs.
- Use sequence, selection and repetition in programs.
- Understand various computer networks.

## Digital Literacy

- Recognise common uses of information technology beyond school.
- Evaluate digital content.
- Understand the opportunities that networks offer for communication and collaboration.

## Information Technology

- Use technology purposefully.
- Create, organise, store, manipulate and retrieve digital content.
- Select, use and combine a variety of softwares on a range of digital devices.
- Collect, analyse, evaluate and present data.

## E-Safety

- Use technology safely and responsibly.
- Recognise acceptable/non acceptable behaviour.
- Identify where to go for help and support when having concerns about content or contact on the internet or other online technologies.

## Enrichment Opportunities

- In house 'Computing Day' with outside providers to hold workshops
- Trips and Visits e.g STEM workshop at The University of Wolverhampton
- After-school Coding club
- Talks from professionals in the industry