Walwayne Court
Primary School

Computing Curriculum

At Walwayne Court, our aim is to inspire curiosity about technology, develop computational thinking, and equip pupils with the skills to use digital tools confidently, safely, and creatively. Our curriculum, utilising the Teach Computing scheme, ensures pupils build knowledge and skills in computer science, information technology, and digital literacy, while understanding the wider impact of technology on society.

Our approach is guided by our school values of **Achieve, Belong, and Engage**:

- **Achieve – Aspiration and Perseverance**: Pupils develop confidence in problem-solving, coding, and digital creation, persevering through challenges to achieve their goals.
- **Belong – Kindness and Collaboration**: Pupils work respectfully in pairs and teams, sharing ideas, supporting one another in projects, and contributing to collaborative digital work.
- **Engage – Curiosity and Creativity**: Pupils explore new technologies, experiment with digital tools, and use creativity to design solutions, presentations, and multimedia content.

Implementation

The Computing curriculum is carefully sequenced to develop knowledge and skills progressively. Pupils begin with foundational skills such as keyboard and mouse use, digital communication, and basic online safety. As they progress, they develop understanding of coding, algorithms, data handling, multimedia creation, and computational thinking. Units of study cover areas including programming, digital media, online safety, and understanding technology in everyday life.

Teaching strategies include:

- **Practical coding projects** using platforms such as Scratch or block-based programming
- **Digital creation tasks**, including presentations, videos, animations, and simulations
- **Problem-solving and algorithm challenges** to develop computational thinking
- **Online safety lessons** to teach responsible and secure digital behaviour
- **Collaborative projects** using shared documents, online tools, and peer feedback

Adaptations for learners can include:

- **SEND**: Step-by-step instructions or flowcharts, adaptive hardware, visual prompts, simplified interfaces/software with accessibility options, scaffolded coding tasks, and adult support.

- **EAL**: Clear instructions, visual coding symbols for labels or text, collaborative tasks with peers, scaffolded writing frames and pre-learning modelling of digital processes.
- **Disadvantaged pupils**: Access to devices (inside and outside of school), scaffolded tasks, enrichment opportunities such as coding clubs or virtual experiences, and additional support to build confidence.

Assessment is integrated through observation, project outcomes, digital portfolios and peer and self-assessment. Teachers use assessment to identify misconceptions, adapt teaching, and provide challenge or support. Pupils reflect on successes and areas for improvement, developing resilience, problem-solving skills, and independence. Teachers regularly evaluate and refine teaching to ensure high engagement and progression.

Computing is taught in a safe and secure environment where pupils feel confident to explore, experiment, and create. Collaboration, discussion, and respectful feedback underpin learning, promoting social and digital skills alongside technical competence. Computing enables pupils to link to the wider community/world by preparing them to live safely in an increasingly digital British society where they are confident and competent in applying their computing skills appropriately to communicate with others, find and analyse information and use the ever-developing technology around them.

Impact

Through this curriculum, pupils develop digital literacy, computational thinking, and confidence in using technology to solve problems and create content. They acquire skills in programming, data handling, digital communication, and online safety, and can apply these in real-world contexts.

The teaching ensures all pupils make progress from their individual starting points. Pupils demonstrate **aspiration and perseverance** in coding and problem-solving, **kindness and collaboration** in group tasks, and **curiosity and creativity** in designing and creating digital solutions.

By the end of primary school, pupils leave with a strong foundation in computing, the confidence to use technology safely and creatively, and the skills and curiosity to continue learning in a rapidly evolving digital world.