

# Computing Vision



**Subject Leader:** Mark Dawson

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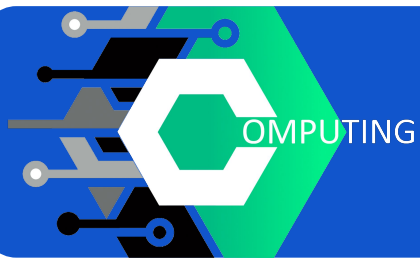
## Vision

At Langney Primary Academy, we envision a computing curriculum that empowers our pupils to become confident, creative, and responsible digital pioneers. We integrate Information Technology, Digital Literacy, and Computer Science to equip them with the essential skills for the digital age.

Our curriculum fosters practical IT skills, promotes digital literacy, and develops computational thinking through programming, problem-solving, and creative projects. We aim to ignite curiosity, empower creativity, and cultivate ethical digital citizenship.

Beyond technical proficiency, we strive to instill a sense of wonder and exploration. We encourage our pupils to experiment, to question, and to innovate. We foster a collaborative learning environment where they can work together to solve problems and create solutions. And we emphasise the importance of using technology responsibly and ethically.

By nurturing these skills and values, we are preparing our pupils for a future where technology is a powerful force for positive change. Our vision is to produce not merely consumers of technology, but active creators and innovators who will shape the world.



# Computing Subject Specific Intent



## Innovation

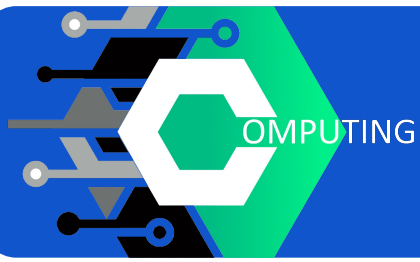
Our bespoke Computing Curriculum is the result of continuous development, exploring the very best of what can be provided for our pupils. We are mindful of the world's continuous technological evolution and how digital technology has become commonplace in the workplace. We welcome the use of this technology and use it to help create the highest quality teaching and learning whilst being mindful that, in the long term, it provides life skills for our pupils' future aspirations and careers. From problem solving through robotics, STEM challenges across DT and Computer Science, to online software that promotes reading, writing and maths, we have explored a plethora of hardware and software so as to ensure only the best is embedded into our whole-school Curriculum of Excellence.

## Being A Centre Of Excellence In All Disciplines

Langney Primary Academy is a Centre of Excellence in Computing providing the highest standards of teaching and learning. It is led by a Specialist Leader of Education in I.T. who works across our Swale Eastbourne Primary Hub; upskilling, mentoring and advising our family of Computing Teachers. Our bespoke Computing Curriculum is designed to offer a broad range of digital disciplines that introduce a variety of career pathways for children to consider for their future, such as industry, technology, fashion, architecture, graphic design or exterior & interior design.

## Talent Discovery Of Pupils

By providing a comprehensive Computing Curriculum at an early age, we are able to identify untapped talent and encourage pupils to excel in virtually any digital skillset. A wide range of digital skills clubs are available to all and additionally provide us with an opportunity to ensure a more personalised provision for our Pupil Premium children. We have Digital Leaders in every KS2 class who are selected based on ability and desire to undertake the role. As well as taking part in enhanced opportunities to build on the digital talent, these children work towards a nationally recognised digital leader qualification through Childnet. They take part in cross-school Scholars Days and act as a pupil voice for their class on any e-safety related developments.



# Computing

## Subject Specific Intent



### **A Balance Between Excellence (Standards) And Enjoyment**

We want to provide our pupils with engaging and exciting opportunities to explore their potential in a range of learning environments enabling their digital skills to flourish in other subjects, such as science, art, geography and maths.

Many areas of our Computing Curriculum contain awe and wonder as standard. Programming drones to fly through hoops, studying the human skull through VR or holding a conversation with a robot is evidently captivating for all our pupils. However, unpinning these are the long term goals of ensuring our pupils are ahead of the game in KS3 and therefore able to enter this arena with confidence and a skill set beyond the expected. Our entire Computing Curriculum is built on the foundations of the National Curriculum program of study for Computing. With this in mind, we take what is expected and deliver it in a way that is captivating, engaging and exciting, not only for our pupils but also for anyone who may visit our lessons. From parents and carers, to heads of school and to other teachers; we see enjoyment in all those that visit us. We are passionate about teaching through enjoyment.

### **Raising Aspirations & Life Chances**

Computing looks to enable all learners to succeed. Rather than simply focusing on basic programming skills, we offer an umbrella of digital skills. There are a wide range of opportunities in the digital arena and we ensure our Computing curriculum reflects this. Additionally, in keeping with our high quality safeguarding for our school community, we ensure our Computing curriculum embeds e-safety in a way that is mindful of the ever-evolving dangers faced by our pupils when using digital media in its many forms.

### **Health & Wellbeing**

Our pupils start, in our Early Years, by understanding and discussing the term 'stranger danger', before progressing onto more specific, essential online safety skills. From EYFS to Year 6, students learn about topics such as online friendship, information accuracy, privacy, cyberbullying, and digital etiquette. While the specific content varies by year group, the overarching goal is to equip students with the knowledge and tools to navigate the digital world safely and responsibly.