



Shipham C of E First School

Inspiring Growth Through Nature and Community



Computing

Intent, Implementation and Impact statement

Intent

At Shipham First School, our intent is to lay a strong foundation in digital skills and computing knowledge, ensuring every pupil begins their journey equipped for life in a rapidly evolving technological world. We aim to spark curiosity and enjoyment in Computing through a curriculum that is age-appropriate, engaging, and creative. Our core goals are to:

- **Build Computational Thinking:** Help pupils learn to approach problems logically by breaking them into smaller steps and exploring simple algorithms.
- **Develop Digital Literacy:** Teach pupils to use technology safely and respectfully, with an early understanding of online safety and the importance of being a kind digital citizen.
- **Encourage Creativity:** Inspire pupils to use technology in imaginative ways, such as coding simple programs, creating digital art, and presenting their ideas through multimedia tools.
- **Begin Real-World Understanding:** Introduce children to how technology is used in the world around them, opening their eyes to exciting possibilities and helping them connect learning to everyday life.
- **Promote Communication and Teamwork:** Provide opportunities for pupils to work together on digital projects, building their confidence in sharing ideas and learning collaboratively.

Implementation

To deliver a rich and engaging Computing curriculum, we follow these key strategies:

- **Curriculum Structure:** Our curriculum follows the National Curriculum and focuses on three key areas: Computer Science, Information Technology, and Digital Literacy. Using a spiral approach, pupils revisit and build on key ideas as they move through the school.
- **Developmentally Appropriate Skills:** Each year group follows a carefully sequenced programme that introduces new skills while reinforcing prior knowledge, ensuring learning is meaningful and appropriately challenging.
- **Practical, Hands-On Activities:** We use tools like **Bee-Bots**, **Scratch Jr**, and age-appropriate multimedia software to bring Computing to life in a fun and accessible way for younger children.
- **Ongoing Staff Development:** We are committed to ensuring staff have the knowledge and confidence to deliver high-quality Computing lessons. Teachers take part in regular training and work with experts to stay up to date with best practice.
- **Cross-Curricular Integration:** We encourage the meaningful use of technology across the curriculum—for example, using data-handling in science or creating presentations for topic work—so Computing becomes part of everyday learning.

Impact

We measure the success of our Computing curriculum in several ways to ensure it is having a positive and lasting effect:

- **Progress and Enjoyment:** Pupils are regularly assessed through observations, discussions, and simple recorded tasks. Their growing confidence and enjoyment are evident in their enthusiastic participation.
- **Digital Citizenship:** Even at this early stage, pupils demonstrate an awareness of how to stay safe online and how to use technology kindly and responsibly. This is reinforced through PSHE links and regular classroom conversations.

In summary, Computing at Shipham First School gives children the vital early experiences they need to begin understanding and navigating the digital world. Our approach reflects the values of the school—nurturing curiosity, fostering independence, and preparing pupils for a bright, connected future.