A Curriculum with HEART….

Our forest/rural surroundings encourage curiosity and wonder and therefore our curriculum is an adventure that allows our children to explore new things, discover more about themselves and the world around them and create a toolkit of knowledge and skills that mean they are well equipped to face the next stage of their adventure.
Our values run through everything we do and mean we face adventures with HEART.

Computing Subject Statement 2023-2024

"Computers are incredibly fast, accurate, and stupid. Human beings are incredibly slow, inaccurate, and brilliant. Together they are powerful beyond imagination."- Albert Einstein, physicist.

"Computer science empowers students to create the world of tomorrow." - Satya Nadella, CEO of Microsoft.

Technology is everywhere; it plays a vital role in all of our lives and will continue to do so throughout our children's lives. We believe our children need to develop the skills and understanding to enable them to become the creators of future technology, not just the consumers. Our curriculum combines the three key elements of computing; digital literacy, information technology and computer science to develop a well rounded understanding of eSafety, computers as tools and computers as creative devices. During our main Computing lessons, we focus the majority of our learning on the computer science elements of the curriculum as we believe this will give our children the best opportunities to become the creators of our future world technologies. Information technology is taught and utilised within other subjects as a tool to aid our learning. Digital literacy - becoming a responsible online citizen - with a focus on E-Safety and social media use are discussed frequently during lessons and assemblies to help educate our children on the pros and cons of sharing information online. We use the DARES units from MrPICT to inform our curriculum development, which allow children to Design, Apply, Refine, Evaluate and Share their learning adventures, as we believe that these fit comfortably into our curriculum drivers of Explore, Discover, Create. Each unit allows the children to explore applications and software, discover what each one offers and how they can use it to create something of their own.

www.commonsensemedia.org/

https://saferinternet.org.uk/

www.internetmatters.org/

www.stem.org.uk/