



Portland Spencer Academy Curriculum Intent

Computing



‘Alan Turing gave us a mathematical model of digital computing that has completely withstood the test of time He gave us very, very clear description that was truly prophetic.’ – George Dyson

Our computing curriculum is designed to nurture creativity, whilst placing great esteem on mastering basic skills through repeated practice to enable them to become digitally literate and responsible citizens prepared for the future. We encourage pupils to consider the ways in which technology is shaping our world and how it influences our everyday lives. Thus, our curriculum design focuses on using technology as a device to enhance learning across all subject areas, particularly in STEM subjects to provide a greater sense of purpose. Pupils use technology to enable them to design digital content and are able to recognise the value that it adds. By solving problems, creating digital content and exploring the internet, all children develop an appreciation for technology beyond its use as an entertainment device.

In order to prepare our children for jobs of the future, we have developed a “computational thinking” scheme of work. This aims to enable the skills of computational thinking to be applied across the curriculum, including unplugged experiences. These planned, repeated practical experiences enable children to revisit, practice and deepen these skills over time. Children are given opportunities to apply these skills during programming sessions, which aim to develop children’s ability to write new codes for a purpose, understand how digital systems work and apply their computational thinking skills with confidence.

We promote the safe, responsible use of digital literacy at all times, by providing children and their adults with the information and knowledge required to navigate online resources safely. Our strong relationships and ethos allow us to empower others to discuss and share their experiences online to enable them to ASPIRE whilst online.