

Computing and Design & Technology



Intent

All children to access an engaging design-make-evaluate curriculum within STEM.

Children to know how to be safe and connected in a digital world.

Children to be digitally literate by the end of Key Stage 2.

Implementation

Follow computing (NCCE) scheme taught by specialist across the school.

Follow QCA making links between e.g. Buggy and coding in Y6 Design-Make-Evaluate process.

Themed projects and enrichment deepen understanding—Knex, Kelham Island, Towers, Oliver Jeffers whole school themes.

Makerspace partner school

IT Room and mobile devices easily accessible.

Impact

Assessments at end of learning challenges featured on Seesaw

Children knowing how they can keep safe in a digital world. They leave having greater understanding of different technologies therefore are better prepared for today's world and the future.

Working products successfully created.