**![Cambois Primary School logo (2) - Copy[1]]()Computing**

**Intent**

At Cambois Primary School we intend that children should master Computing to such an extent that they can go on to have careers within Computing and make use of Computing effectively in their everyday lives, without being completely reliant upon technology. We want our pupils to be creators not consumers and our broad curriculum encompassing computer science, information technology and digital literacy reflects this. At our school, children will be taught to use technology responsibly and carefully, being mindful of how their behaviour, words and actions can affect others. Our children will be taught Computing in a way that ensures progression of skills, and follows a sequence to build on previous learning. Our children will gain experience and skills of a wide range of technology in a way that will enhance their learning opportunities, enabling them to use technology across a range of subjects to be creative and solve problems.

**Implementation**

We follow a broad and balanced Computing curriculum that builds on previous learning and provides both support and challenge for learners. We aim that each class in KS1&2 will have a dedicated computing lesson each week (most weeks) in which they will be taught new skills through a tinkering approach initially giving children opportunity to experiment and familiarise themselves with the different elements and tools before it can be applied in a more focused approach across the curriculum. DARES projects allow children the opportunity to :

* Design
* Apple
* Refine
* Evaluate
* Share

We also want to ensure that Computing is embedded in our whole school curriculum and that opportunities for enhancing learning by using technology are always taken therefore some weeks computing can be covered by using technology to demonstrate learning in other subjects.

**Impact**

By the end of KS2 at Cambois Primary, our children will understand and appreciate the value of Computing in the context of their personal wellbeing and the technological, creative industries and their many career opportunities. We encourage our children to enjoy and value. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance. We share our learning through tools such as Seesaw.