

## Intent – Implementation – Impact

### Intent

To enable children to become competent, safe users of computers equipping pupils to use computational thinking and creativity

To appropriately challenge and support all children to help them engage with technology surrounding them in the modern world.

To ensure that pupils become digitally literate and are able to use, and express themselves and develop their ideas through technology

### Implementation

Class lessons provided by 3BM adapted and differentiated to suit the needs of the children in each specific class.

Teachers follow a computing curriculum map to ensure that computing is taught effectively across the curriculum where applicable.

We ensure the children are building on skills that they have learnt in previous years to progress their learning and skill application further.

Teacher assessment at the end of each module to ensure that the children have securely learnt the skills before moving forward.

### Impact

Children are able to use online resources to support their learning.

Children are confident to use technology creatively and for their own purposes which will support their transition to secondary school education.

Children have a positive attitude to computing and begin to display independent skills when using technology.

Children are able to experience a wide range of resources online that they can use at home to support their learning in all areas.

Children are safe online and know to report a problem if it was to arise and seek help.