

## Goldsmith Primary Academy: Approach To Computing

### Intent

At Goldsmith Primary Academy, we prepare pupils to be responsible, creative and confident digital citizens. Through a high-quality computing curriculum, pupils learn to think computationally, critically and creatively. We aim to equip every child with the knowledge, skills and understanding to thrive in a digital world and use technology safely and effectively in learning and life.

### Implementation

- **Curriculum Design:** Computing is taught through three strands – Computer Science, Information Technology and Digital Literacy.
- **Scheme:** We follow the MR P Computing Scheme of Work, supplemented by Be Internet Legends for Online Safety.
- **EYFS:** Children explore digital tools safely, using technology for creative expression and problem-solving.
- **KS1:** Pupils begin with Online Safety, learning basic coding, data handling and how technology is used around them.
- **KS2:** Pupils apply knowledge to more complex programming, communication and data systems, using devices such as iPads, Chromebooks and laptops.
- **Online Safety:** Taught explicitly at the start of each year and revisited regularly through smart starts in lessons, assemblies and workshops.

### Impact

- Pupils use technology confidently, creatively and responsibly.
- They understand the principles of computation and can apply coding, digital creation and problem-solving skills independently.
- **Pupil Voice:**  
“Computing lessons are fun and I learn new skills.”  
“I know how to stay safe online and use technology properly.”

### Assessment

- **Formative Assessment:** Assessment tracker to record objectives met.
- **Summative Assessment:** Each pupil is assessed as emerging, expected or exceeding based on year-group objectives.
- **Feedback:** Teachers provide digital comments via Showbie; pupils engage in peer and self-assessment.
- **Intervention:** Data from tracking informs planning, consolidation sessions and same-day catch-ups to close gaps.

### Subject Knowledge, Skills and Vocabulary

Our computing curriculum builds understanding, digital fluency and responsibility. Pupils learn to:

- **Code and create** – design, debug and evaluate programs.
- **Communicate and collaborate** – use technology to share, present and interact effectively.
  - **Manage information** – use data and applications purposefully and efficiently.
- **Stay safe online** – understand digital footprints, privacy and respectful behaviour.
- **Think logically and creatively** – solve problems using computational thinking.

Progression from EYFS to Year 6 ensures pupils leave as capable, confident digital citizens ready for the connected world.



## Goldsmith Primary Academy: Approach To Computing

### Inclusion

Computing at Goldsmith is inclusive and prepares every child to be a digital citizen. Lessons are scaffolded with assistive technologies, varied task routes and peer-coaching so that pupils with SEND or lower starting points access programming, digital creation and online safety confidently. Ongoing assessment and adaptive teaching ensure full curriculum access and growing independence for all.