Computing at Ashton Gate Primary School
2023 - 2024

Intent:

- Children should be able to recognise the uses of technology inside and outside of the school environment.
- They should be able to understand the consequences of their online actions and know who to speak to if they become a victim of problems online.
- They should be able to recognise the increasing reliance of technology on society.
- Children should feel prepared to navigate a digital world beyond that of their in-school experience.
- Children should feel confident in accessing technology at a level that will support them beyond school and know that when they come up against something that is new and difficult they have the resilience and growth mind set to tackle these problems.

Implementation:

- Introduction of national curriculum and support through staff meetings.
- Create an environment of confidence for both teacher and students in the use of computing equipment.
- Encourage discrete and cross curricular use of computing when appropriate.
- Making sure that foundation assessments are up to date.

Impact:

- Children feel confident navigating through a digital world and are ready to use this in a variety of contexts.
- Children feel safe in a digital world.
- Children can understand the language associated with computing e.g. algorithm
- Children can confidently and independently use familiar software and hardware. They can also apply this to unfamiliar software and hardware.
- Children are able to access cultural capital online which will increase equality and cultural diversity and help to bridge the gap.