

Hockley Primary School computing Curriculum

With the exciting new changes to the computing curriculum, Hockley Primary School deliver a high-quality computing education that equips pupils to use computational thinking and creativity to understand and change the world.

Throughout their school year, children have the opportunity to build deep links with mathematics, science and design and technology, and develop insights into both natural and artificial systems whilst using an array of equipment and resources such as a learning and technology suite, Chromebooks, BeeBots and iPads. Children will also be given opportunities to use software such as Google Docs, Purple Mash, Scratch and different internet browsing tools.

The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Within all subjects it is our aim to empower children to select, use and combine a variety of software (including internet services) on a range of digital devices to achieve their learning objectives, for example, research for history, coordinates for numeracy and map work for geography.

Throughout all year groups children are taught how to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour and identify a range of ways to report concerns about content and contact adopting our school approach of Zip it, Block it, Flag it.