



# Bovesfield Primary School

## Computing curriculum vision:

By the end of KS2 we want children to be able to

- Explore, think critically and try new ideas.
  - Computer science gives children the opportunity to explore their own questions and ideas, e.g. “What would happen if I did this...?” This skill increases their resilience and ability to learn from their mistakes. Children are encouraged to explain their choices to each other and think critically in pairs or by themselves.
- Develop “real life” skills.
  - Knowledge of technology is vital in today’s society. Children need to learn basic computer skills outlined in the scheme of work, such as typing, word processing, using spreadsheets and publisher. They also need opportunities to explore modern day technology, through using robots, iPads and other devices. They need to understand how computers respond and control many of the things around them to enhance their understanding of the world, e.g. traffic lights or automatic doors. The curriculum needs to keep evolving to encompass new and emerging technology.
- Solve problems independently.
  - Computer programming gives children the opportunity to solve a diverse range of problems using their own reasoning skills. They can experiment and undo their ideas until they find the right path. “Debugging” computer programs allows children to experience trial and error methods whilst developing a sense of achievement when they solve the problem.