Curriculum Intent	Computing Intent
Everyone at Brookland Infant and Nursery School recognises that our curriculum has to be broad and balanced, offer children opportunities to grow and make progress from whatever their starting points may be. We believe that childhood should be a happy and investigative time, where curiosity and a thirst for new experiences and knowledge is nurtured. We want our children to develop the necessary skills, knowledge and understanding to think and act in ways that will enable them to engage in the culture in which they live and to understand and appreciate the cultures of others. We believe that learning should be memorable, hands on, active and challenging. We also want to develop children's specific subject knowledge, understanding and skills. We want all our children to become confident and successful lifelong learners. Our curriculum is based upon 4 main principles: **Creative:** • Inclusive, exciting and engaging. • Stimulates creative thinking and problem solving. • Develops effective communication skills. • Discovers, nurtures and celebrates children's talents. **Ambitious:** • Ensures children seek out and enjoy challenges. • Teaches resilience and the ability to persevere. • Promotes independence and motivation. • Develops the ability to self-reflect and know how to move forward. • Fosters enthusiasm and a love of learning. **Curious:** • Encourages questions to be asked to extend thinking. • Enables ideas and experiences to be connected to help make sense of the world we live in. • Supports British Values and our School Values. • Practical, memorable and fun. **Healthy:** • Encourages a mentally and physically healthy lifestyle. • Nurtures and supports social and emotional development. • Encourages collaboration with others.	In Computing we will endeavour to prepare children with a broad skillset, knowledge and understanding to provide the foundation for children's learning in this digital world. We cover the curriculum content in a fun and engaging way. We provide a broad range of experiences to deliver our curriculum using a range of equipment, resources and cross curricular links. From the Early Years Foundation Stage (EYFS), they learn basic skills including knowing how to operate simple equipment such as programable toys to accessing and completing a computer program. These skills are built upon as they progress throughout the school and by the time they finish KS1, our children are confidently using a range of skills such as creating and de-bugging simple programs, using technology to create digital content. We also know it is incredibly important to model and educate children on how to use technology positively, responsibly and safely. Online safety awareness runs throughout the teaching of computing. From Nursery through to Year 2 children can demonstrate an awareness of online safety, understanding of how they should behave online and are armed with strategies of dealing with any online concerns. Computational thinking is also at the heart of our teaching which starts as soon as the children join us in the EYFS and continues through to the end of KS1. It is all about asking and answering the question of why. The leaders and teachers in our school have a good understanding and knowledge of the National Curriculum and also understand the need to help nurture and provide opportunities for children to develop computational thinking skills and encourage creativity to help shape the digital world around them.

Computing Implementation

At Brookland Infant and Nursery School we want to our children to become digitally literate: being able to express themselves and develop their ideas through ICT. Our computing curriculum incorporates a wide range of devices, platforms, apps and programs to create rich, broad and challenging learning experiences. We want our children to enjoy computing and use their learned skills effectively as active participants in a digital world.

In the EYFS we follow the EYFS Statutory Framework supported by Development Matters 2021. Children access a variety of activities and resources that are linked to technology across the seven areas of learning. Computing skills are taught throughout the year in topic-based planning, linked to the children's interests.The children have the opportunity to explore technology in the world around them inside and outside through continuous provision. We provide opportunities for children to develop their computational thinking skills through investigation such as investigating and tinkering with hardware or engaging with a computer program. Children are given the opportunity to explore their skills and interests through the use of independent and adult led activities that promote computational thinking skills such as creating, collaborating, abstraction and persevering, which link directly to the characteristics of effective learning that we follow in EYFS.

In KS1 Computing is planned for weekly as a discreet lesson in KS1. In KS1 teachers use the children's interests and experiences to help inform their planning to make it engaging and relevant to them. We take inspiration from the Purple Mash scheme of work that breaks the Computing curriculum down into different topics to teach throughout the year, Barefoot computing lessons which help develop computational thinking skills. For our online safety lessons, we follow the CEOP ThinkYouKNow scheme of work to deliver targeted online safety lessons for children in Year 1 and Year 2. We block the strands so that teachers can go into depth to make sure they cover the skills children need to learn. Learning is sequenced in this way to ensure computing skills and vocabulary are taught and revisited across KS1 to stretch and embed learning. Lessons are mixture of "unplugged" and "plugged" lessons. These lessons are regularly updated and enhanced to meet the needs of the children and make use of the opportunity technology has to offer. We use carefully selected programs to ensure we have an in-depth approach to give children a firm grasp as to what we want children to learn.

We acknowledge that the children in our school have a passion for computing and respond well to a wide range of learning opportunities. Children all have their own learning styles we try to reflect in our planning of computing mixing hands on learning using equipment, through "unplugged" computing lessons along with using engaging and age-appropriate software to deliver lessons.

Across our school, online safety is an integral and fundamental part of our computing and wider PSHE curriculum. We follow progressive online safety units designed for our pupils and their needs.

We further enrich our curriculum through lunch time clubs and celebration focus weeks such as Online Safety week.

Computing Impact

We want our children to leave Brookland Infant and Nursery School with the behaviours that they need to succeed in the world. They will be confident and successful lifelong learners.

The impact of the curriculum on our children is based upon 4 main principles:

Creative Learners:

- Express themselves through art and music.
- Think creatively and use their imagination.

Ambitious Learners:

- Be resilient and persevere.
- Reflect on their learning.
- Challenge themselves and solve problems.

Curious Learners:

- Recognise and understand that everyone is different.
- Care for their environment and the wider world.

Healthy Learners:

- Show respect and kindness to everyone.
- Keep mentally and physically safe and well.

In Computing we hope our children will have a greater understanding of how technology makes a difference in our lives. As they progress through EYFS and KS1, children will develop Computing skills that they can apply in a range of different situations using their creativity, analytical skills and curiosity. They will increase in independence when using hardware and software and become increasingly confident in the application of their digital skills. We encourage children to develop and challenge their computational thinking skills and apply these across the curriculum. We will be able to see that the children know more and remember in more in computing, through evidence in their work and pupil voice - green pen in reception which reflect on the key skill or content during the lesson and blue pen in KS1. Children will be taught where and how to save and access their work in a work space, print their work and respond to their learning which can be revisited to celebrate and review the progress they have made.

We will also see they are able to recall prior learning and apply. Children will then start their next year of learning with the necessary skills and knowledge to build upon. Teachers reflect on the children's learning through half termly assessments which record the attainments of all children in Computing.

If you were to walk into a Computing lesson at Brookland Infant and Nursery School you would see:

- children engaging with a variety of technology available to them in school and with little help needed in navigating their way around technology.
- children sharing their learning with others, explaining the processes they went through.
- children developing their computational thinking skills through investigation and questioning
- children having an awareness of online safety and what to do if they come across a problem online