

# Computing

## Intent, Implementation and Impact



Intent	Implementation	Impact
<p>At Lunsford we aim to prepare our students for their future by giving them the opportunity to gain knowledge and develop skills that will equip them for an everchanging digital world.</p> <p>Technology is everywhere and will inevitably play a pivotal part in our student's futures; therefore, at Lunsford we believe that it is important to model and educate students on how to use technology positively, responsibly and safely.</p> <p>We want our students to have the opportunity to explore a range of topics that will give them skills which they can then apply to their future.</p>	<p>All children will learn computing during discrete lessons in a fun and explorative way using the Teach Computing Scheme (National Centre for Computing Excellence)</p> <p>At Lunsford Primary School our students will:</p> <ul style="list-style-type: none"> <li>- have the opportunity to explore their creativity within computing,</li> <li>- become Digitally Literate citizens,</li> <li>- become confident users of technology, capable of using it to accomplish a wide range of goals both a home, school and in their future,</li> <li>- take part in a range of exploratory and scaffolded tasks to develop their knowledge and skills,</li> <li>- receive a spiral curriculum which will enable them to recall and secure previous knowledge before building and developing this throughout the new topic and gain a deeper level of understanding,</li> <li>- access a range of programs and resources to explore and apply new knowledge,</li> </ul> <p>Teachers will follow and adapt lessons for their students to enable progression for all, accessing the Teach Computing resources and plans.</p>	<p>Students at Lunsford will be exposed to the creative potential in Computing and recognising the subject's extensive application both within school and beyond it.</p> <p>Students will access programs likely to be used beyond primary school and develop important digital literacy skills.</p> <p>Students will develop a positive relationship with technology and the Computing subject, recognising computers and other devices as recreational objects, creative outlets, work recourse and life tools.</p>