



Computing

Curriculum Design

We have designed our Computing Curriculum to help children access, navigate, and stay safe in the digital world. The curriculum covers key areas including Online Safety, Programming, Digital Media, Mouse and Keyboard Skills, and Using the Internet. Each Autumn Term begins with a dedicated Online Safety unit to reinforce essential messages after the long summer break. Alongside this, every Computing lesson starts with a short reminder about staying safe online, and all PSHE lessons begin with conversations about AI, misinformation, and fake news.

We recognise that we cannot—and would not want to—shield pupils from the rapidly changing digital landscape. Instead, we embrace our responsibility to equip them with the skills they need to use technology confidently, safely, and creatively, understanding the opportunities it offers in today's world of work.

Our curriculum begins in the Early Years, where pupils learn about screen time and digital wellbeing. In Key Stage One, pupils start developing skills across our six key strands, with each year building in complexity through to the end of Year 6. They are introduced to key vocabulary that helps them understand technical language and recognise their progression over time.

To enrich their learning further, pupils take part in local STEM events, digital competitions, and visits to technology-focused workplaces. These experiences help them see how the digital world extends beyond the classroom and how the skills they learn can be applied in real-life contexts.



Curriculum Intent

Our intent for Computing at Richardson Dees is to equip pupils with the digital skills and knowledge they need to thrive in an ever-evolving technological world. We aim for **achievement** and **ambition** by delivering a curriculum that challenges pupils to think critically, solve problems, and apply their learning to real-life contexts. Through opportunities for **collaboration**, pupils work together on projects, share ideas, and support one another, helping to build teamwork, creativity, and resilience.

Our goal is for every child to develop confidence and competence in Computing, preparing them to succeed in the digital age and empowering them to embrace future opportunities with curiosity and confidence.

