

## Computing at Droxford Junior School

Through the computing curriculum at Droxford we aim to give our pupils the life-skills that will enable them to utilise new technology in a socially responsible and safe way in order to flourish. We want our pupils to be able to operate in the 21st century workplace and we want them to know the career opportunities that will be open to them if they study computing.

We use the Rising Stars 'Switched On' computing scheme in order to teach a wide range of skills, using a variety of different software and hardware. Throughout the curriculum, we code using programmes such as Scratch, but also use python language. We record, edit and present information in a wide variety of ways.

We also use 'wikis' and website to share and communicate information in the modern world. This is all balanced with learning on how different software, hardware and networks work, and learning how to be a responsible and safe digital citizen.

Our affiliation with Rising Stars also provides effective CPD for staff so that the teachers can also stay up to date with the rapidly changing world of technology.

Children are given the opportunity to become autonomous, independent users of computing technologies, gaining confidence and enjoyment from their activities. Technology should support learning across the entire curriculum and to ensure that our curriculum is accessible to every child.

Not only will children be digitally literate and competent end-users of technology but through our computing lessons we want them to develop creativity, tenacity, and curiosity, as well as problem-solving and critical thinking skills.

