



Bramcote C of E Computing Curriculum

Intent:

Computing at Bramcote C of E enables pupils to gain the knowledge and develop the skills needed to thrive in an ever changing technological world, where substantive knowledge soon expire or get outdated. We recognise that many of our pupils will go on to use technologies and solve problems that do not yet exist. Therefore, our curriculum aims to develop disciplinary knowledge such as adaptability, creativity, problem-solving, critical thinking and collaboration—skills that prepare children for the unknown challenges of the future.

We also place high importance on digital literacy, online safety, and the ability to use technology ethically, respectfully and safely, in line with our school values and our commitment to nurturing responsible citizens. Our curriculum is designed to give children the secure knowledge, adaptable skills and strong values needed to participate confidently in the digital world.

Implementation:

Computing is explicitly taught once a week at Bramcote C of E. We follow the National Curriculum supported by the NCE Teach Computing scheme, ensuring a clear progression of skills and knowledge from EYFS to Year 6. Computing is taught through four main strands:

1. Computing Systems and Networks

Pupils learn how computers and networks function and how information is shared online. They also learn the risks of digital communication and how to keep themselves and systems safe.

2. Creating Media

Children design, create and evaluate a range of digital media, including text, images, audio and video. They make choices about tools, techniques and presentation, drawing on both creativity and critical thinking.

3. Data and Information

Pupils learn how data is collected, organised and used to represent real-world scenarios, making links to subjects like Maths and Science.

4. Programming (Computer Science)

Pupils learn algorithms, sequencing, selection and variables, writing, testing and debugging programs with growing independence. Vocabulary and concepts support them in thinking like computer scientists.

Online Safety

Online safety is taught through a stand-alone lesson each half term and reinforced in every unit with practical examples and reflective questions like “Why should we avoid saving passwords on a shared computer?”, linking to real-life digital context.

Impact:

Our Computing curriculum ensures pupils leave Bramcote C of E as confident, knowledgeable and responsible digital citizens. Through carefully sequenced learning, they build lasting knowledge, develop computational thinking, and apply logic and problem-solving.

Pupils create, evaluate and refine digital artefacts, stay safe online, and make thoughtful, values-based choices. They communicate clearly, collaborate effectively, and persevere with challenging tasks. By Year 6, they are equipped with the knowledge, skills and attitudes to navigate a rapidly changing technological world.

Spirituality

In Computing, pupils reflect on the creativity and ingenuity of human invention and technological progress, recognising the uniqueness and potential within themselves and others. They explore the ethical dimensions of online behaviour and technology use, considering whether it is responsible to allow technology to dominate our lives or “let computers take over the world.” Children critically evaluate technology’s impact on individuals, communities and the wider world, applying our values of honesty, kindness, respect and responsibility. Computing also provides opportunities for imagination, curiosity and self-expression, helping children see how technology can be used positively to communicate, create and contribute to society ethically.