



Essendon C of E Primary School

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Computing Curriculum Statement (Using Kapow)

Intent

Our Computing curriculum equips pupils with the knowledge, skills and understanding they need to thrive in an increasingly digital world. Following the Kapow scheme, we aim to develop confident, responsible and creative users of technology.

We intend for pupils to:

- Build strong digital literacy skills so they can use technology safely, effectively and thoughtfully.
- Develop computational thinking skills including logic, sequencing, problem-solving and pattern recognition.
- Gain practical experience in coding, programming and creating digital content.
- Understand how computer systems, networks and the internet operate.
- Use technology purposefully to collect, create, organise, store and present information.
- Learn about online safety and digital responsibility as an essential part of everyday life.
- Become confident, independent learners who can evaluate digital tools and make informed choices.

Implementation

Our Computing curriculum is delivered using the structured progression and high-quality resources of Kapow, ensuring coherence and full National Curriculum coverage.

We implement our curriculum through:

- **A sequenced progression of knowledge and skills**, building year on year across digital literacy, computer science and information technology.

- **Practical, hands-on lessons** using devices, software and programming tools to bring learning to life.
 - **Regular coding lessons** where pupils explore block-based programming, debugging and creating algorithms.
 - **High-quality videos, modelling and teacher support** to strengthen subject knowledge and ensure confident delivery.
 - **Explicit online safety teaching**, embedded across all year groups and revisited frequently.
 - **Cross-curricular links**, particularly with maths, science, design & technology, and English.
 - **Inclusive and adaptive learning**, ensuring every pupil can participate and succeed regardless of ability level.
 - **Opportunities for creativity**, such as digital art, animation, presentations, media creation and data handling.
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Impact

Our Computing curriculum develops pupils who are digitally capable, responsible and ready for future learning.

Impact is seen in:

- **Confident pupils who can use a range of digital tools and devices independently.**
- **Strong computational thinking**, enabling children to approach challenges logically and creatively.
- **Improved coding and programming skills**, shown through pupil work, digital projects and assessments.
- **Children who understand how to stay safe online**, making responsible choices in a digital world.
- **Clear progression of knowledge and skills** across year groups, evidenced in outcomes and discussions.
- **Learners who are prepared for the technological demands of secondary school and future life.**