



Overview of Computing Intent and Implementation at BPS

At Bawdeswell Primary school we want our children to be safe, responsible, competent, confident and creative users of technology, both to enhance their learning and their lives. Technology is all around us and in every part of our lives both personal and professional. For our children to have the greatest opportunities in life they need to have the knowledge and skills to engage fully in a technological world.

The National Curriculum for Computing aims to ensure that all children:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

Reception

Although the Framework for Early Years Foundation Stage (Sept. 2026) does not explicitly mention computing within it, we provide many opportunities for children to use technology to solve problems and produce creative outcomes through the identification of children's interest and development needs. This in turn builds their 'understanding of our culturally, socially, technologically and ecologically diverse world'. (EYFS Framework 2026)

Key Stage 1

In Year 1 and 2 children:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school

- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Key Stage 2

In Year 3, 4, 5 and 6 children:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

