Computing
at
Danbury Park Community Primary School

Computing is taught to all pupils from the Early Years Foundation Stage though to Year 6. Computing is taught both as a stand alone subject and as a way to enhance learning across the curriculum. Our aim is for all our pupils to become effective users of technology, enabling them to take part in, and contribute to, a modern technologically based society.

Computing in Early Years Foundation Stage (EYFS)
Computing in EYFS comes under the Technology part of Understanding the World in the Early Years Foundation Stage Framework, where children are expected to interact with a range of age-appropriate computer software and technology, as well as knowing that it can be used outside of school. The children are also first taught about online safety in EYFS.

Computing in Key Stage 1
In Key Stage 1 the children are taught under three areas:
- Computer science,
- Information technology and
- Digital literacy.

As part of computer science, the children are taught what an algorithm is and how to use problem solving skills to understand how they are implemented on digital devices. The children are taught to program and debug simple programs, as well as how to use logical reasoning to predict what simple programs will do. Information technology comprised of the children being taught to use technology to purposefully create digital content, as well as to begin to use search engines with support. As part of digital literacy, the children are taught how to use the school's technology in a responsible way and how to keep safe online. They are also taught to recognise common uses of information technology beyond school.

Computing in Key Stage 2
The same three areas of Computing are taught to the children in Key Stage 2 as in Key Stage 1:
- Computer science,
- Information technology and
- Digital literacy.

By the time the children start Year 3, they are confident enough in their knowledge of algorithms to design, write and debug programs to accomplish a specific goal using various forms of input and output. They are also taught to use logical reasoning to explain how some simple algorithms work. Throughout the four years in Key Stage 2, the children are given opportunities to select, use and combine a variety of software on a range of digital devices. They are also taught how to use search technologies effectively. As the children progress through Key Stage 2, the ways in which they are taught how to keep safe online are constantly being adapted to suit their age and the current technologies being commonly used by that age group.