GROVE PRIMARY SCHOOL
Computing

Intent, Implementation and Impact Statement

Intent

Technology is continually evolving and plays a pivotal role in pupils' lives. At Grove Primary School, our aim is to educate our pupils on how to use technology positively, responsibly and safely, whilst ensuring their access to a digitally changing world. We want our pupils to be creators not consumers, and our broad curriculum encompassing computer science, information technology, digital literacy and online safety, reflects this. Our knowledge rich curriculum incorporates opportunities for pupils to apply their knowledge creatively, allowing them to become skillful computer scientists, with strands revisited so that learning is embedded and facilitates clear progression. Computing across the curriculum is encouraged in order for learning to be creative and meaningful. We want our pupils to competently utilise a range of computing skills in order solve technological challenges whilst deepening their knowledge and understanding of computer science. Through the delivery of our Computing curriculum, we intend for pupils to acquire and then secure transferable skills that are progressively embedded from Early Years to KS2 and beyond.

Implementation

At Grove Primary School, we follow the Kapow Primary Computing scheme of work, which ensures full coverage of the National Curriculum for Computing. Computing is planned, taught and assessed using Kapow's structured online resources, lesson sequences and assessment guidance. The scheme provides clear progression across the three strands of Computing – Computer Science, Information Technology and Digital Literacy – ensuring that knowledge and skills are built upon year on year. Teachers use Kapow's lesson objectives and assessment opportunities to inform planning and to identify key points for assessing pupil understanding within lessons and units. Computing lessons are carefully timetabled so that all pupils have regular opportunities to develop their skills, with learning primarily delivered using iPads and carefully selected, age-appropriate apps that support curriculum objectives. Medium-term plans are adapted where appropriate to facilitate meaningful cross-curricular links, allowing computing skills to be applied and embedded across a range of subjects.

Children begin their journey with technology in the Early Years through access to iPads and BeeBots, where learning is practical, exploratory and play-based. Teachers support children's curiosity by modelling safe and responsible use of technology, encouraging problem-solving and introducing basic computing vocabulary. Children are given opportunities to develop early skills in sequencing, logical thinking and digital creativity while learning how to handle devices carefully and safely.

In Key Stage 1, children continue to use BeeBots to develop their understanding of algorithms, programming and debugging, learning to give precise instructions and to recognise and correct errors. These skills are then transferred to iPad-based programming apps, where children learn to create and control simple programs using sprites and sequences. Alongside this, pupils develop digital literacy skills and learn about online safety in an age-appropriate way, understanding how to stay safe and respectful when using technology.

In Key Stage 2, children build on their prior learning through more complex programming using iPad-based coding applications, incorporating concepts such as repetition, selection and variables. They design and create programs where sprites interact and respond, and apply their computing skills to create digital outcomes such as presentations, videos, documents and data handling projects. Computing is increasingly embedded across the wider curriculum, supporting learning in subjects such as English, Science, History and Geography. Online safety remains a key focus throughout Key Stage 2, with pupils developing a secure understanding of responsible online behaviour, digital wellbeing and the importance of reporting concerns. By Upper Key Stage 2, pupils understand the impact of their digital footprint,

recognise the importance of media balance, and are increasingly responsible and reflective users of technology.

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Impact

Our computing curriculum ensures that children leave Grove Primary School with the skill set required to competently and safely navigate the digital world. They understand how technology works and how to use it to enhance their lives. They are able to express themselves creatively through the use of digital media and have a strong foundation of skills and knowledge on which to build upon throughout their future.