



Oak Hill Church of England Primary School

Computing Curriculum Intent

What is the experience of Computing at Oak Hill?

Children learn the fundamental process of computing initially without a computer. Through the use of visual, oral and written instructions children learn how computers accept, interpret and complete commands. This is then developed into using these commands on a computer to create algorithms for a set purpose and to solve problems.

What are the core concepts we want the children to know?

How computers receive commands, interpret them and then take action based upon them.
How to communicate in a manner that computers will understand. How to understand communication for computers and interpret it ourselves.
How to think computationally. How to spot errors in communication to a computer and how to improve it so that it can be understood.
How to stay safe whilst using a digital device.

What does it mean to get better at Computing?

To develop an understanding of how computers work. To be able to explain how a computer operates, how it interprets commands and executes them and how to understand, write and improve commands given to a computer.
To gain a deeper understanding of online risks and how to effectively avoid and deal with problems.

How have we chosen what to teach?

We begin teaching computational thinking without computers. We believe this makes the step to computing on a computer more successful.
We use our topics, where possible, to support our teaching of computing. Due to the instant feedback given in computing children make progress at their pace supported and challenged by high quality teaching.
We use a variety of different sources for computing resources. Fundamental to all of our computing work is the importance of staying safe online.