The Carlton & Faceby and Bilsdale CE Federation
Computing on a page

<table>
<tr><td colspan="2">Our Curriculum Aims
Understand and welcome diversity
Have a love of learning with a thirst for knowledge
Be fluent, enthusiastic readers
Have competent (and confident) maths skills
Be ambitious, inspired, articulate and curious
Have opportunities to be explorers
Be ready for the next step in their education and later life</td></tr>
<tr><td>Computing Subject Non-Negotiables
Knowledge retrieval at the start of the lesson (last lesson/topic/year)
Clear modelling of skills and opportunities for practice, feedback and reflection.
Consistent use of key vocabulary across lessons.
High expectations.</td><td>Assessment in Computing
Formative assessment through verbal feedback in lessons.
Marking in line with feedback policy.
Peer assessment and collaborative review.
Summative assessment at the end of a unit, judged against curriculum end points.
Evidence of progression in programming, digital literacy, information technology and online safety.</td></tr>
<tr><td>SEND in Computing
Activities adapted to ensure access for all pupils (e.g., visual supports, scaffolded instructions, differentiated expectations).
Focus on personal best and individual progress.
Use of unplugged / hands on activities to support conceptual understanding.
Use of peers or small-group teaching to build confidence and inclusion.
Collaboration with the SENDCo to remove barriers to participation and success.</td><td>Computing and EYFS
EYFS children develop early computing skills through purposeful play.
Opportunities to use simple programmable toys to develop sequencing and problem-solving.
Development of fine motor skills through mouse, keyboard and touchscreen use.
Talking about how technology is used at home and in school.
Beginning to understand how to stay safe when using technology.</td></tr>
<tr><td>Federation Fab 15
Computing helps our pupils to:
be brave and take positive risks.
Work collaboratively as part of a team.
Stay safe and responsible online.
Challenge themselves and build resilience.
Show kindness, respect and digital citizenship.</td><td>Resources
Laptops, I PADs and programmable devices stored in designated areas.
Access to secure online platforms and coding programmes.
Scheme support materials (e.g., Purple Mash Computing Curriculum).
Digital cameras, microphones and multimedia software.
Visual cue cards and step-by-step guides.</td></tr>
<tr><td>British Values
Democracy – Collaborative decision-making in digital projects.
Rule of Law – Understanding and respecting rules for safe and responsible internet use.
Individual Liberty – Encouraging pupils to make safe and informed choices online.</td><td>Learning Beyond the Classroom
Participation in Safer Internet Day.
Cross-curricular digital projects.
Y5/6 STEM days.
KS2 Micro:Bit workshops.</td></tr>
</table>

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- Mutual Respect and Tolerance – Celebrating different ideas, cultures and perspectives in the digital world.

Reading in Computing

Reading is used to support understanding of instructions, algorithms, programming vocabulary and online safety.

- Key texts include: Hello Ruby: Adventures in Coding (Linda Liukas); How to Code a Sandcastle (Josh Funk); Coding for Beginners: Using Scratch (DK); Women in Tech: 50 Fearless Pioneers Who Changed the World (Rachel Ignotofsky); Digi Duck's Big Decision (Laura Howell).
- Opportunities to research significant individuals in computing and read about resilience, problem-solving and digital citizenship.
- Displays of key vocabulary and inspirational quotes to promote reading for purpose.

Christian Vision

At Carlton & Faceby and Bilsdale Schools we are KIND. Our Computing curriculum helps pupils to live out our vision:

- At Carlton & Faceby and Bilsdale Schools we are KIND.
- Kind and accepting – communicating respectfully online and supporting others.
- Independent learners – developing self-motivation and reflection in problem-solving.
- Never giving up – building perseverance through challenge and debugging.
- Determined to be our personal best – striving for improvement, not perfection.

Cultural Capital in PE

- Exposure to a wide range of technologies from different cultures and countries.
- Learning about significant individuals and innovations in computing history.
- Understanding how technology shapes modern life.
- Opportunities to lead projects and present work to wider audiences.
- Awareness of careers in computing and the wider STEM world.