Computing

At Purbrook Infant School we provide a computing curriculum in which pupils are taught a wide range of units covering the three strands of the national curriculum; computer science, digital literacy and information technology.

Our curriculum aims to provide all pupils to become digitally literate and are able to use this knowledge safely and respectfully. We aim to ensure children gain the knowledge and skills that will enable them to make a positive contribution to a diverse society, in a world that is increasingly dependent on computing.

We aim to broaden their knowledge of computing requirements in the workplace and to provide equal opportunities for all children to use computing to communicate effectively and to become digitally literate.

Through the three KS1 strands of the computing curriculum, our children develop computational, creative thinking and problem solving skills. This inludes fixing a bug in their code, programming a robot to follow a particular route and programming a sequence of commands to create outcomes of their choice. Having a deeper understanding of computing and computational thinking will also allow children to be better able to access other areas of the curriculum, such as mathematics and science.

We passionately believe that everyone, wherever they are from, has a right to be safe online and that a safer internet is down to each one of us. Therefore online safety is taught regularly and through a wide range of materials specifically chosen to engage the children, give them opportunities for discussion and make them think!

Computer Science

Digital Literacy

Information Technology