



SUBJECT ON A PAGE FOR COMPUTING

Purpose of Computing

At Belmont, we are preparing pupils for a rapidly changing digital world, where many future careers and technologies have yet to be created. Computing equips children with the knowledge and skills to participate safely, confidently and creatively in this evolving landscape. We recognise that not all pupils have equal access to technology outside of school. Our curriculum therefore plays a vital role in developing digital cultural capital, ensuring all children gain meaningful and safe experiences with a range of technology.

Through computing, we encourage pupils to be curious, resilient and independent learners. They develop confidence in using technology, learn to problem-solve, and gain key skills such as coding, debugging and evaluating digital content. E-safety is embedded throughout, ensuring pupils understand how to stay safe and responsible online. Pupils are also introduced to emerging technologies such as artificial intelligence, developing an awareness of how these systems work and their impact on society.

Curriculum Overview

Our computing curriculum is delivered through the Kapow Primary scheme, which provides a clear and progressive sequence of learning from EYFS to Year 6. Kapow ensures coverage of the National Curriculum and supports pupils in developing both substantive knowledge (key concepts and vocabulary) and disciplinary knowledge (how to think and work like a computer scientist).

The curriculum is structured around key areas including:

- Computing systems and networks
- Programming
- Creating media
- Data and information
- Online safety

Pupils build on prior learning each year, revisiting and deepening their understanding of key concepts such as algorithms, sequencing, debugging and data handling.

Teaching and Learning

Computing is taught through a combination of discrete lessons and purposeful cross-curricular links. Using the Kapow scheme, lessons are carefully sequenced to build knowledge and skills over time.

Our approach includes:

- Clear, structured lessons supported by Kapow resources
- Opportunities for hands-on learning using a range of devices and software
- Regular use of technical vocabulary, reinforced through retrieval and application
- Emphasis on problem-solving, creativity and debugging
- Embedding online safety across all units

Teachers adapt lessons to meet the needs of all learners while maintaining high expectations and ensuring all pupils can access the curriculum.

Outcomes for Pupils

Our computing curriculum enables pupils to become confident, capable and responsible users of technology.

We measure impact through:

- Ongoing formative assessment within lessons
- Pupil discussions and demonstrations of learning
- Completed digital outcomes and projects
- Retrieval practice to support long-term retention

Pupils leave Belmont with a secure understanding of key computing concepts and the ability to apply their skills in different contexts. They are able to approach problems logically, work creatively with technology and understand how to stay safe in an increasingly digital world.

Children are enthusiastic about computing and are motivated to explore new technologies, recognising the relevance of these skills for their future.

