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| Rivington Primary School – Computing Curriculum |
| C | A | R | E |
| Communication | Aspiration  | Reflection  | Enriching Experiences |
| * Reflection and evaluation of own work.
* Progressive knowledge planning for every year group (EYFS – Y6) with Key Vocabulary.
* Opportunities for collaboration.
* Compare and critique the work of others.
 | * Children should explore and be inspired by engineers, graphic designers.
* Real-life computing tasks and scenarios.
* Planning linked to careers in Computing.
* Promote children to pursue their own interest and expertise linked with computing skills.
 | * Use of stored work to persevere in developing and improving skills over a period of time.
* Open ended, design-brief tasks, promoting creativity from each individual child.
* Intrinsic learning from mistakes.
* Sense of accomplishment in seeing the journey of an idea to the creation of a finished piece – reflections in saved work/work printed.
 | * Exploration with software, programming, & media.
* Each child to have a weekly enrichment activity with the opportunity to choose an area of computing to explore at greater depth.

Computing delivered through the five areas of:* Programming
* Communication
* Networks
* Creativity
* Productivity
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