|  |  |  |  |
| --- | --- | --- | --- |
| 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 |