COMPUTING AT PALACE WOOD PRIMARY

VISION

Our vision for computing is to empower every child to become a confident, creative, and responsible user of technology. Through a rich and engaging curriculum, pupils learn key computing skills including programming, digital literacy information technology and how computer systems work. We aim to develop logical thinkers and problem-solvers who can apply their knowledge across subjects and in real-world contexts. By fostering curiosity, collaboration, and resilience, we prepare our pupils not just to use technology, but to shape it — ensuring they are ready for the digital world of today and the future.

SYSTEMS AND NETWORKS

We aim to give every child a clear understanding of how digital systems and networks underpin the technology they use every day. Through hands-on experiences and real-world examples, pupils explore how devices connect, communicate, and work together—from simple classroom networks to the broader concept of the internet. We foster curiosity by encouraging learners to ask questions about how systems operate, and we build their confidence to navigate digital environments safely and effectively. By developing a secure grasp of networks and systems, our pupils become informed and responsible users of technology, ready to engage with the digital world thoughtfully and with purpose.

INFORMATION TECHNOLOGY

Within Information Technology we want to empower every child to confidently navigate and create within the digital world. We aim to inspire curiosity and foster problem-solving skills by teaching children how to use technology effectively and responsibly. Through a hands-on approach, children develop essential IT skills such as word processing, data management, digital communication, and multimedia creation. We encourage them to explore, innovate, and collaborate, while promoting safe and ethical digital practices. These skills are transferred and practised through other curriculum subjects, such as, presenting work in English, using online maps in Geography and practising recall in Maths. By equipping pupils with a strong foundation in IT, we prepare them to be creative, responsible, and adaptable users of technology in both their school life and beyond.

DIGITAL LITERACY

At our school, we empower every child to become a confident, responsible, and ethical digital citizen. Digital literacy and online safety are taught both discretely through planned lessons and organically when the need arises or opportunities present themselves in real-life contexts and throughout Computing lessons and other curriculum subjects. Children are taught to recognise risks, make safe choices, and show compassion and respect in their digital interactions. With the courage to speak up, challenge misinformation, and use technology for good, our learners are equipped to thrive in an increasingly connected and complex world. These skills, to be critical and analytical users of technology also develop and practise these skills in other curriculum areas such as history and science.

PROGRAMMING

Within programming we aim to ignite curiosity and creativity in every child, empowering them to understand and shape the digital world. Through engaging lessons and hands-on coding experiences, children learn to solve problems, think logically, and develop their own digital solutions. Children explore the fundamental concepts of programming, such as sequencing, loops, and conditional statements. In Key Stage One, children begin their programming journey by working practically, using equipment such as Beebots to understand what programming is. We then use Scratch Junior and Scratch to provide a safe and engaging environment for children to learn the process of designing, coding, and debugging. We challenge children to embrace trial and error with courage and resilience, while fostering collaboration with peers and compassion in their work to bring their ideas to life. By teaching programming skills, we aim to equip children with the confidence, mindset and skills to become creators, not just consumers, of technology, and prepare them for a future where digital skills are essential.

References: