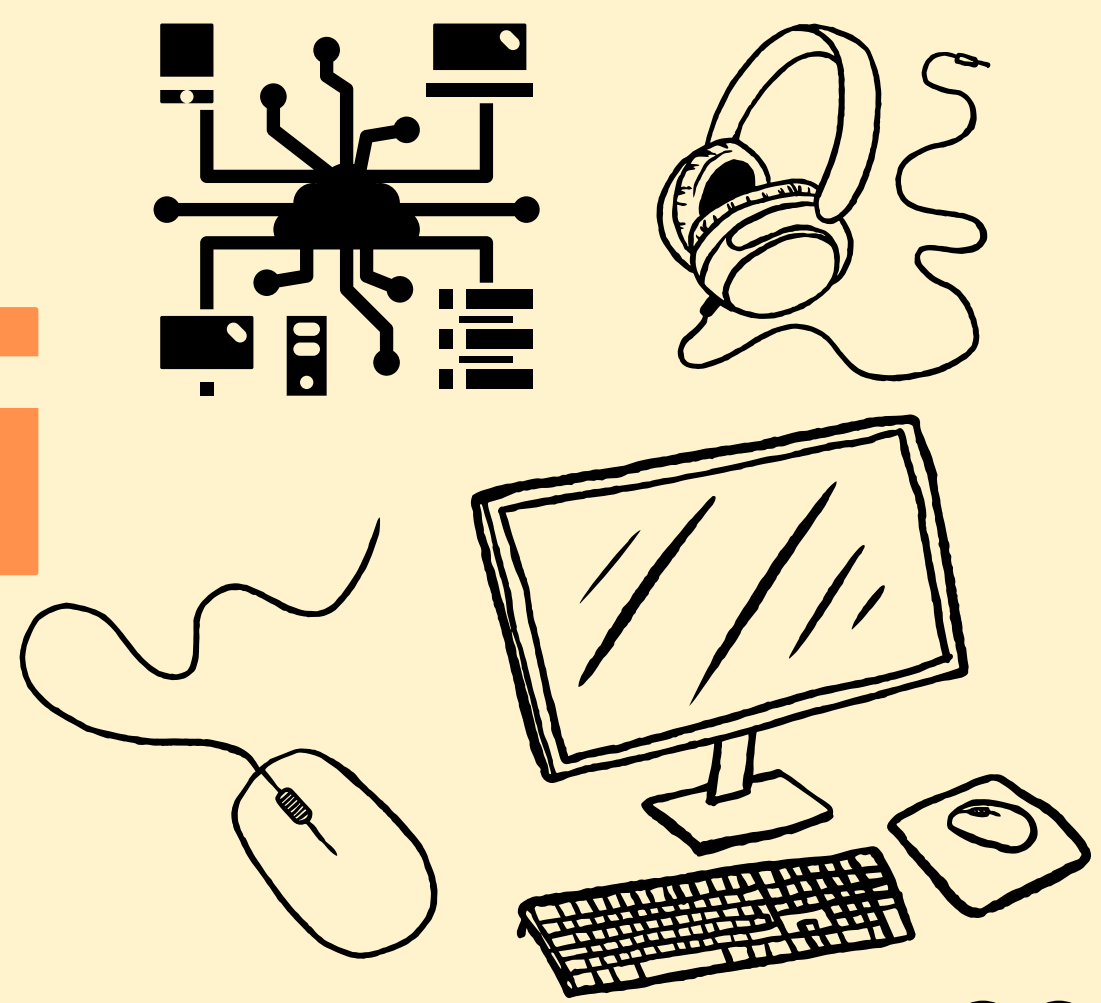# COMPUTING

MICHAEL FARADAY CURRICULUM IMPACT 2022/23

IMPACT REFLECTION

Our computing curriculum prepares our learners for today's world and the future. Children have been given the opportunity to build knowledge and skills in computing, develop problem solving skills and to foster digital literacy. Learners are taught the core principles of information and computation; how digital systems work and how to utilise this knowledge thorough programming. The children solve problems, design systems and understand the power and limits of human and machine intelligence. Our children are digitally literate. They use a range of technology to express themselves and develop their ideas through information and communication technology. Children are taught how to be responsible digital users and to understand how to keep themselves and others safe online.
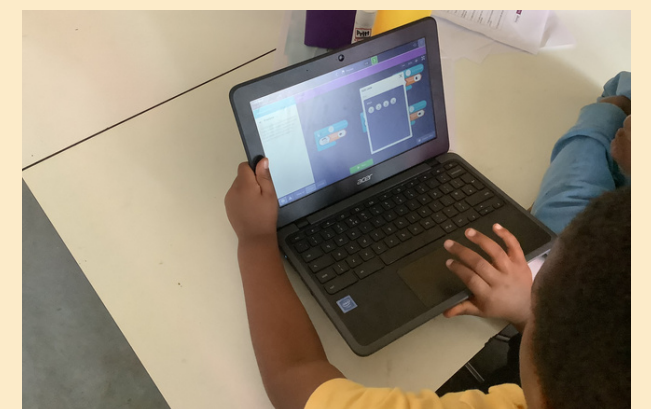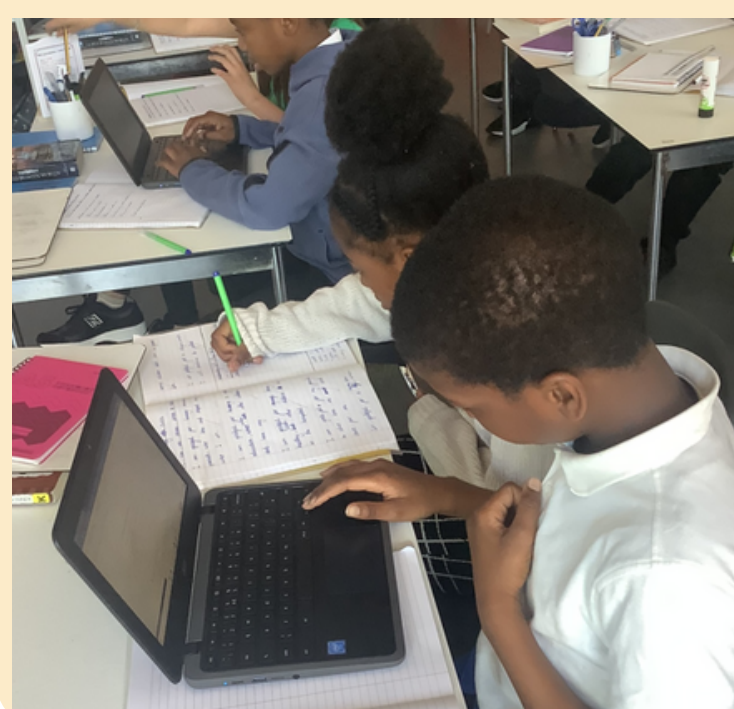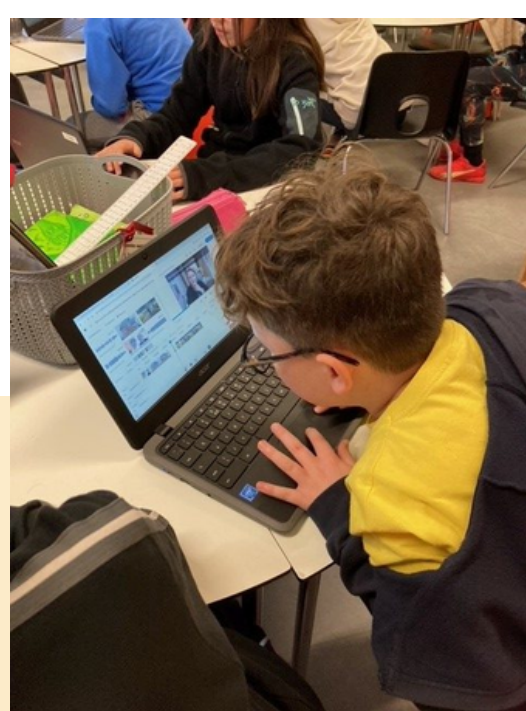
PUPIL VOICE

"We have learnt about variables. Variables is like coding."
Year 3 Pupil

"Don't share personal information and think carefully about your passwords."
Year 6 Pupil

"You have to stay on the program you been told to stay on. If you click on something that's on your screen, you need to tell an adult." Year 1 Pupil

"It teaches us new things, but in a fun way. It prepares us for our future."
Year 5 Pupil

"We learn about computing because we learn about everyday life. We might be a computer genius. I'll make online games and de bugging. Debugging is an error in the game you can fix it or the screen turns blue." Year 4 Pupil

"We need to keep safe online. If something pops up you tell an adult. It can be a scam!" Year 2 Pupil

"I can do many things like searches, publications, games. There's so much, like research for history".
Year 6 Pupil

EXAMPLES OF LEARNING