

Computing at Barley Croft



Intent – Why?

“The only way to discover the limits of the possible is to go beyond them into the impossible”. – Arthur C. Clarke

At Barley Croft, we aim to provide children with a variety of computing experiences and equip them with the skills needed for an ever-changing digital world. We intend to provide our children with opportunities to use computing across the curriculum to: enhance learning, enable them to develop problem solving skills and encourage them to think creatively. We aim to develop independent learners who are fluent in their understanding of computer science by teaching them how to use a range of programs where they are able to design, create and evaluate their work. We hope, that by providing our students with varied and frequent use of technology, they begin to understand the many ways in which technology can be used effectively both in and out of the classroom and also give them an awareness of some of the many careers that are related to computer science. With technology playing such a pivotal part in our students' lives, it is vital that we teach our students to use technology positively, responsibly and safely. We ensure our children are taught the importance of safe internet use. In every year group, e-safety is a key focus. Our ambition is for our children to leave us having an established understanding of how to stay safe while using technology and equipped with computing skills which they will be able to apply to their further education and future careers.

Implementation – How?

At Barley Croft, Computing is covered in part through the themes of the REAL projects. For example, in Year 5/6, the project 'How do we find our way?' contains elements of the Computing Curriculum appropriate for Key Stage 2. Pupils will learn to access and use Google maps to help them locate countries around the earth. The Digital Literacy aspect of the Computing Curriculum is incorporated as children learn how to create Power Points and reports to showcase their learning in subjects such as Geography, PHSE and Writing.

The other aspects of the Computing curriculum (Computer Science and Information Technology) are covered through Code.org scheme of work. This is a stand-alone programme which develops the knowledge and skills of Computer Science across all year groups from 1- 6.

The E-safety aspect of the Computing curriculum is covered through a bespoke programme of learning activities during the Spring Term.



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1. To be able to use technology confidently both in the work place and at home.
2. To have sufficient computing skills that they are able to adapt and navigate new technology.
3. To use technology to learn and store what has been learned.
4. To understand how to keep themselves and their families safe while using technology.
5. To understand how and when technology can enhance or support different situations.

Impact – What?

When children leave Barley Croft they will;

1. Keep safe – protect passwords & personal information, be a good online citizen, seek help if worried and manage risk.
2. Use digital devices/technology to communicate successfully eg write a letter
3. Understand the algorithms used in a coded program – being able know its purpose and to test & de-bug it.
4. Using code to write algorithms and programs to make software or hardware take inputs and make things happen eg a robot to follow a line
5. Use technology to search for information; checking the reliability of text, photos, video. Eg a study in propaganda (now and in WW2)
6. Know what information from the internet can be used (copyright) and acknowledge it.
7. Gather and store data in an appropriate form eg spreadsheet and to manipulate it for a purpose eg tuck shop
8. Know how to interpret data, spotting errors and comparing with other data eg mistakes in a set of tuck shop entries
9. Collect audio, images & video using digital devices and manipulate them as required
10. Use and publish audio, images & video to suit a purpose and for a specific audience eg to write a power point to persuade a councillor to improve the neighbourhood