



Ramsey Manor Lower School

Computing Curriculum Intent, Implementation and Impact 2025-2026

Our Vision

At Ramsey Manor, we believe that all of our students have the opportunity to thrive in our inclusive, nurturing and inspiring environment where they will grow into creative and confident learners without limits.

Aspire, Achieve, Excel

INTENT

What we want to achieve:

At Ramsey we aim to ensure that all children become digitally literate in this ever-changing technical world. Our curriculum is designed around four key areas, as outlined in the National Curriculum:

- Online safety
- Computer science
- Information technology
- Digital literacy

The combination of these areas allows children to gain skills to develop ideas that they are able to use throughout their lives in a digital world and become computer literate. It is our intention to enable children to find, explore, analyse and present information using technology creatively.

Staff are encouraged to model positive use of technology and ensure their lessons are accessible to all pupils. We want children to be fluent in a range of tools and to be independent and confident to apply their technological knowledge.

We are highly motivated to ensure that all children will leave Ramsey Manor with a strong and secure understanding of how to stay safe online.

IMPLEMENTATION

How we will achieve this:

To ensure whole school consistency and progression, the school uses the Purple Mash scheme of learning, but also teaches key digital literacy skills using Google Docs and Google Slides. This ensures children are able to develop depth in their knowledge and skills over the duration of each of their computing units.

We have a variety of resources to support learning both in computing lessons and across the curriculum. We have a computing suite with desktop computers, a trolley available with ChromeBooks in and iPads available for classes to use. Each class also has 2 ChromeBooks they can use daily. Classrooms are well resourced with interactive whiteboards, laptops and visualisers, all of which are used to enhance children's learning. These resources are also used for a range of purposes, and across the wider curriculum, as well as in discrete computing lessons.

We teach computer science, in which children are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Children in all key stages learn computer programming, coding, testing and debugging at the appropriate level.

The computing subject leader provides training to teachers and staff to ensure that they have strong subject knowledge and are confident with their teaching of computing. Termly monitoring occurs to allow the subject leader to provide feedback, adapt long term plans for future lessons and make any adjustments to the curriculum that may need to occur.

IMPACT

The outcomes of the Computing curriculum:

By building on their knowledge of computer science and how digital systems work, children will be equipped to use information technology to create programs, systems and a range of content. Our computing curriculum ensures that children become digitally literate – able to use, express themselves and develop their ideas through information and communication technology. We aim to have children digitally literate at a level suitable for their futures and to be active participants in a digital and modern world. Children will be equipped, not only with the skills and knowledge to use technology effectively and for their own benefit, but more importantly – safely.