

A high-quality Computing curriculum ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Aims & Objectives

A high-quality Computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with Mathematics, Science, and Design and Technology, and provides insights into both natural and artificial systems. The core of Computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Most importantly, with the use of technology comes a right to use it safely and responsibly

We use a fantastic scheme of work called Purple Mash for years R-6.

purple mash

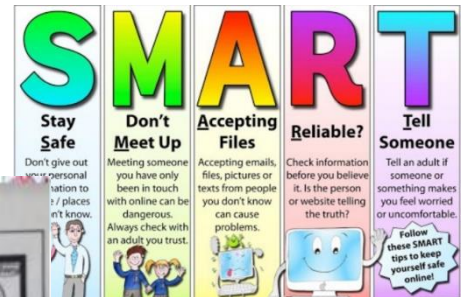
The scheme is underpinned by a strong e-safety focus in lessons, enabling children to use technology safely and appropriately, knowing when to seek help and support.

A particular focus is Safer Internet Day. This year, the children were introduced to a new game called 'Interland' and were set some challenges to win some prizes. Here are some of the entries.



purple mash Your Purple Mash login:

Name:	jack hill
Username:	jackh
Password:	



We use Chromebooks in school, which work well with Purple Mash and other Google products, such as Google Classroom.