Computing

Our computing curriculum is organised into a pathway model to support the range of needs within the school.

Discover's and Explorer's pathways
(Pupils who are working on their individual EHCP priorities through a therapeutic provision, measured by the engagement model.

Attention and engagement to stimulus.
Personalised routines and activities to promote attention and engagement.
Personalised routines and activities to promote Communication, interaction, thinking skills, physical and sensory development and attention and engagement.

Focus on developing exposure to technology and cause and effect.

Pathway	Investigators	Adventurers
Pupils are typically working on/toward	Working within the KS1 curriculum. Functional activities with concrete resources.	Working within KS2 curriculum. Memory building and application of methods.
Priority knowledge	Focusing on pupils' ability to choose and interact with technology and digital devices. Staff model safe use of devices and develop digital literacy skills	Computer Architecture Tech communication methods Using Programs Cyber security How digital devices work Recording and editing hardware/software Internet, cloud and networks. Online safety Software Architecture Website creation Programming

Should you require an additional information about the Computing curriculum please contact our Computing Subject leader John Cuttell john.cuttell@bea-cit.co.uk