



COMPUTING CURRICULUM AIMS

Everything we do in **Computing** will help shape a positive future for life beyond school.

<p>Believe</p> <p>Shaping positive futures in the development of personal characteristics</p>	<p>Our Computing curriculum at Key Stage 3 and 4 is designed to instil in learners a sense of belief in their own abilities and personal characteristics. Through engaging and challenging activities, learners will develop resilience, problem-solving skills, and a growth mindset necessary to thrive in the dynamic field of computing. We aim to foster a culture of curiosity, creativity, and collaboration, where learners are encouraged to take risks, learn from failure, and persevere in the face of challenges.</p>
<p>Achieve</p> <p>Shaping positive futures by helping our pupils to achieve</p>	<p>At the core of our curriculum is the belief that every student has the potential to achieve great things. Through rigorous instruction and hands-on experiences, we strive to equip our learners with the knowledge, skills, and confidence to shape positive futures for themselves.</p> <p>By providing a rich and diverse learning environment, we aim to prepare learners for further study in computing or for successful careers in the digital age. Our curriculum ensures that learners develop a deep understanding of fundamental principles and concepts while also honing their analytical, problem-solving, and computational thinking skills.</p>
<p>Succeed</p> <p>Shaping positive futures so that pupils can contribute to wider society and life beyond school</p>	<p>Our goal is to empower learners to succeed not only academically but also as responsible, competent, and creative users of information and communication technology.</p> <p>Our curriculum emphasises the importance of digital literacy, ethical computing practices, and online safety, ensuring that learners are equipped to navigate the complexities of the digital world with confidence and integrity.</p>