

Computing at Icen Primary Academy



I think it's fair to say that personal computers have become the most empowering tool we've ever created. They're tools of communication, they're tools of creativity, and they can be shaped by their user.

Bill Gates



Intent

At Icen Academy Primary we want our children to become the best communicators, collaborators and analysts in connected to an online technological world. We ensure that children have a computing education where they are given access to a wide range of devices, software and technological experiences as possible to ensure that they are equip for the world that we live in.

It is because of this that we use The National Centre for Computing Education (NCCE) Scheme of learning as a basis to deliver high quality, inclusive and enriched computing curriculum which provides our pupils of all ages with the ability to understand the significance that technology plays in our everyday lives from the moment we wake up to the time we go to sleep (and while we sleep). Never has it been more important to ensure that all children develop the skills and knowledge requires in a technical world that is lived more online than ever before, an education that stretches beyond the skills and knowledge of software but to the ways in which we keep ourselves safe online.

Implementation

The TEACH curriculum is divided into four main areas: Computing Systems and Networks, Creating Media, Programming and Data and Information. These areas are covered using a spiral curriculum throughout both Key Stages to help engage children to be more confident participants in the active world. It is explicitly taught in weekly lessons from Year 1 – Year 6 and applied further by the use of technology to support teaching in the wider curriculum. For example, presenting work, using the internet for research or re-enacting events.

We have a strong focus on online safety and awareness of our digital footprint to support the ongoing safeguarding and protection of our learners.

Online Safety

Here at Icen Academy Primary, we want our children to be responsible, safe online citizens. Throughout of Computing we weave our use of the Project EVOLVE and the Education for a Connected World resources for our online safety. Each half term starts with an e-safety based lesson and throughout a unit every opportunity is taken to link our learning of different software etc with how to stay safe in that online environment.

Each class uses the Project Evolve knowledge organisers at the beginning of a half term as a tool to identify areas of weakness and any gaps in knowledge. We then use the online resources from Project EVOLVE or other platforms to make sure that our children are fully informed of the risks and how to make judgements in safety. They will learn what they can do in different situations and about their role as responsible online citizens.

Impact

What difference is the curriculum making to our pupils? The TEACH Computing Scheme is high quality and planned to demonstrate progression - building on and embedding skills. Children become increasingly

proficient over the years and develop transferable knowledge and understanding of online safety for use in their lives outside of school. Pupil voice, subject monitoring, floor book scrutiny and lesson observations all ensure a positive impact of Computing as a subject.

Marking and Feedback

Work is marked according to the school marking policy by using

- Peer and self-assessment
- Oral feedback
- Written feedback

Inclusion

At Icen Primary Academy, we are committed to ensuring that every child can thrive. We adapt teaching and learning to meet the diverse needs of all learners, including those with Special Educational Needs and Disabilities (SEND). Our inclusive approach ensures that children receive the support and resources they need to succeed in every aspect of their education.

Our staff work closely with families, external agencies, and specialists to ensure that provision is continually reviewed and refined. We believe that with the right support, every child can achieve their full potential.

Our SEND Information Report is available on our website. Please ask if you would like us to print a copy out.

EYFS

Barefoot Computing is used in EYFS to introduce young learners to the foundational concepts of computing in a playful and age-appropriate way. Through engaging activities that focus on computational thinking—such as pattern recognition, logical reasoning, and sequencing—children begin to develop the skills needed for problem-solving and digital literacy. These experiences are carefully designed to align with early years pedagogy, using storytelling, physical movement, and hands-on exploration to make abstract computing ideas tangible and meaningful for young minds.

Link to the National Curriculum

[National curriculum in England: computing programmes of study - GOV.UK](#)

If you require further information, please do email icenprimary@attrust.org.uk