



# St Martin's School

Headteacher: Mrs K. Bartlett

Chair of Governors: Mrs L Chorley

## Computing Intent Statement

Our vision at St Martin's is for children to feel happy and safe, and become lifelong learners, who know they can make God's world a better place.

At St Martin's, within computing we aim to develop children who can use a range of different technological devices, including laptops, I pads, programmable toys and Chromebooks to achieve a range of different outcomes and to prepare them for a future where computing is integral to their everyday lives. By the end of Year 6, we want our children to be digitally literate and have the confidence needed to use a range of different IT programmes to accomplish given goals and for specific purposes. We aim to develop children's ability to be discerning users of the internet and to question the reliability and integrity of information available online. We aim to develop children's understanding of computer science and programming, developing their ability to write algorithms, identify errors and debug where necessary. Throughout all computing, we aim to develop children's understanding of e-safety, current issues on using the internet, including cyber bullying, how to keep themselves safe online and how to ask for help when necessary. Above all, we aim to develop children who enjoy computing in all its formats, and are confident to use a variety of technologies and do so safely and effectively to achieve a variety of different tasks.

At St Martin's, we aim to link computing to our school values:

**Respect** – we aim to teach children to show respect at all times and especially when communicating with a range of different people in different situations online.

**Friendship** – we aim to develop children's understanding of how the internet can be used to communicate and collaborate with people all over the world and the importance of showing friendship to everyone, both in person and online.

**Courage** – we aim to encourage children to show courage during computing, for example when struggling to make algorithms work or when encountering something online which they feel is wrong.

**Creativity** – we aim to teach children to think creatively when using technologies, both when using digital literacy to present, analyse or interpret data and when programming and writing algorithms, and to persevere when encountering errors, using trial and error where necessary.