Computing at Langley Park Primary

Intent: What do we want our pupils to learn in Computing at Langley Park?

Through the teaching of computing, we equip our pupils with the skills they need to thrive in an ever-evolving digital world. It is our intention to develop confident, responsible and creative users of technology who understand its role in both work and everyday life, and who use it safely, respectfully and with purpose.

Our computing curriculum is designed to foster curiosity and independence. Children are encouraged to create digital content rather than simply consume it, applying their learning in varied contexts and making connections across the curriculum. We place strong emphasis on digital citizenship - modelled through our own positive use of platforms such as Facebook and Class Dojo - and on the importance of making informed, conscious choices about technology use.

By the time they leave Year 6, pupils will have gained key knowledge and skills across the three strands of the computing curriculum: computer science (coding and understanding digital systems), information technology (using systems to store, organise and communicate data), and digital literacy (evaluating content and using technology positively). Each strand is sequenced to build a shared, consistent understanding, providing a strong foundation for future learning and lifelong confidence in computing.

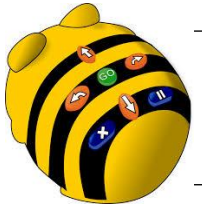
Implementation: How do we teach the Computing curriculum at Langley Park?

Computing is taught at Langley Park Primary using the Teach Computing Curriculum, which develops both subject knowledge and key skills across the three core strands: Computer Science, Information Technology, and Digital Literacy. Units are carefully sequenced to build on prior learning, with each lesson expanding on previous knowledge.

Pupils are explicitly taught key concepts and vocabulary, while also being given time to 'tinker'—to explore and experiment with technology. This hands-on approach helps develop curiosity, resilience, and a deeper understanding of how digital systems work.

Lessons use a blend of plugged and unplugged activities, combining direct instruction with opportunities for independent and creative application. Online safety is woven throughout the curriculum and reinforced regularly to ensure pupils understand how to use technology responsibly and respectfully.

Where appropriate, computing is also embedded across the wider curriculum to enhance learning and demonstrate real-world relevance.



Beebots

Year 1 and Year 2

Scratch

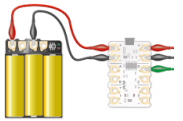
Ks1 and Year 3

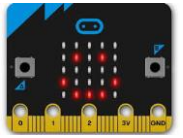
Dataloggers

Year 4

Crumbles

Year 5





Micro:Bit

Year 6

Impact: What do our pupils learn in Computing at Langley Park?

By the time pupils leave Langley Park Primary, they are confident, responsible, and creative users of technology. They have secure knowledge in all 3 areas of computing. Pupils can design, write, and debug simple programs, understand digital systems, and choose appropriate tools for tasks. They show resilience in problem-solving, curiosity with new technologies, and think critically about digital content. Children leave with a clear understanding of how to stay safe, respectful, and responsible online. They are ready for the next stage of education and equipped with essential digital skills for success in a rapidly evolving digital world.