

Computing

COMMUNITY
EQUALITY
SUSTAINABILITY



"The computer was born to solve problems that did not exist before." – Bill Gates

The Wider Curriculum at Westbridge Academy is designed to enhance our core drivers of #equality, #sustainability and #community.

Computing is becoming an ever-increasing part of our lives. At Westbridge Academy, we believe it is a core life skill, and that is why a good early start in grasping the fundamentals is so important. Through a progressive curriculum, our children begin a learning journey that sees them take their first steps in understanding how computers shape the world around us. From learning how to collate data to create simple databases using pictograms in Year 1, to building spreadsheets and designing digital art in Year 6, we aim to equip our children with the skills needed to succeed in a digital future.

The National Curriculum sets a broad and ambitious framework that underpins our mission statement, and it does so by categorising these skills into three areas: computer science, digital literacy, and information technology.

Computer Science relates to the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Our youngest pupils in Key Stage 1 begin this journey as they explore the use of explicit directional language, a fundamental concept that will produce outcomes based on logical instruction. By the time they begin Key Stage Two, they will have become familiar with the concept of algorithms and problem solving, enabling them to create and explore more complex programming languages.

Information Technology refers to the broad usage of different mediums and software. At Westbridge Academy, we're proud to be able to give our pupils access to the devices and tools they need to create content no matter where they are in the school. This means that every pupil has an #equal opportunity to develop confidence in using technology effectively and safely. Due to this, when it comes to *Digital Literacy*, our children are given a broad range of opportunities to build upon their wider knowledge. Key Stage 1 will learn how to capture and import images when creating artwork on tablets. This, along with their storytelling abilities by Year 2, will allow them to create rich animated content. Through Key Stage Two, they develop their touch-typing ability allowing them to publish writing ranging from articles with powerful captions to biographies. From understanding how to search for a specific query on a document or a search engine in Year 3, to more complex spreadsheets that record data related to Science and Geography, we are able to effectively prepare our pupils for an increasingly digital world as well limit our paper usage, driving home our #sustainability commitment.