COMPUTING

## What does Computing look like at Old Bexley?

Computing at Old Bexley is divided into 6 strands:
- What is a computer? key skills
- Communicating: Text and images
- Communicating: Multimedia
- Understanding and sharing data
- Programing A and computational thinking
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Online Safety is taught throughout all strands.
We have adopted the Sheffield Scheme of Work, adapting its well-sequenced, ambitious lessons to give our learners a wide range of experiences, meeting their individual needs as well as those of the school.

What is the purpose of Computing at Old Bexley?

The purpose of Computing at Old Bexley is to equip children with the knowledge needed to keep themselves and others safe online. We want our pupils to understand and apply the principles and concepts of Computer Science, enabling them to become digitally literate. Through building confident and creative users of information and communication technology, we aim to equip our pupils with the skills to enable them to participate in the ever changing, online world that we now live in.

COMPUTING IS NOT ABOUT COMPUTERS ANY MORE. IT IS ABOUT LIVING

JAMES DYSON
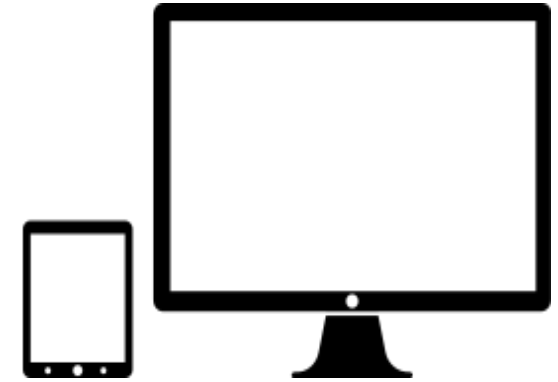
What do children say about Computing at Old Bexley?

"Lessons are different every week and I like the fact we get to play games."

"I like working with my friends. Lessons are good."

"I love everything about Computing. I like working in groups to do coding on Purple Mash"