

## Our Lady of Peace Catholic Primary and Nursery School



**'With Christ in our hearts, together we grow.'**

### **Computing at Our Lady of Peace Catholic Primary & Nursery School**

#### **Intent**

We teach the computing curriculum through a high-quality, structured scheme of work known as the Teach Computing Curriculum (TCC). Teachers use and adapt this scheme, provided by the National Centre for Computing Education (NCCE) programme, to fit the needs of our pupils, ensuring all children receive a comprehensive and challenging computing education that prepares them for a rapidly changing digital world.

At the core of the curriculum is computer science, in which pupils are taught the principles of programming, how digital systems work, and the crucial skills of computational thinking and creativity. These foundational concepts underpin key modern technologies, including the growing field of Artificial Intelligence. We aim to equip children to be more than just users of technology; we empower them to become critical thinkers and creators. Our curriculum ensures pupils develop digital literacy—the ability to use, express themselves, and develop their ideas through information and communication technology—at a level suitable for the future workplace and as active, ethical participants in a digital world.

#### **E-Safety and Responsible Use**

We take the safety and well-being of our pupils online incredibly seriously. Online safety education is deeply embedded across the curriculum and is explicitly taught through the Teach Computing Curriculum. Furthermore, these crucial lessons are reinforced through links to our wider RSHE (Relationships, Sex and Health Education) provision, ensuring children understand how digital technology impacts their relationships, health, and well-being.

We teach our pupils to be responsible digital citizens, a commitment rooted in the principles of Catholic Social Teaching (CST). This ensures our children understand the moral and ethical responsibilities of using technology in a way that honours the Dignity of the Human Person, acting with respect towards all others online, and contributing positively to the Common Good of our wider digital community.

## **Implementation**

The computing curriculum leader provides a long-term plan for all year groups, which outlines key skills and knowledge, as well as useful resources and support for teachers. The computing curriculum teaches computing skills in a carefully planned progression —skills being developed in learning blocks, each block building on the previous one.

The Teach Computing Curriculum separates the computing curriculum into ten key strands which are taught in a carefully sequenced progression across the key stages. These strands ensure comprehensive coverage in:

- **Computer Science:** Algorithms and Programming, Computer Systems and Networks, Data and Information, and Design and Development.
- **Information Technology:** Creating Media, Effective Use of Tools, and Testing, Evaluating, and Debugging.
- **Digital Literacy:** Impact of Technology, Safety and Security, and Understanding the World.

The children are introduced to each of these areas when developmentally appropriate, and the skills are built on, repeated, and built again through their time at the school. Though computing is taught discretely, we also seek to use the knowledge across the curriculum through a range of presentation programmes, supporting other areas of learning across the school.

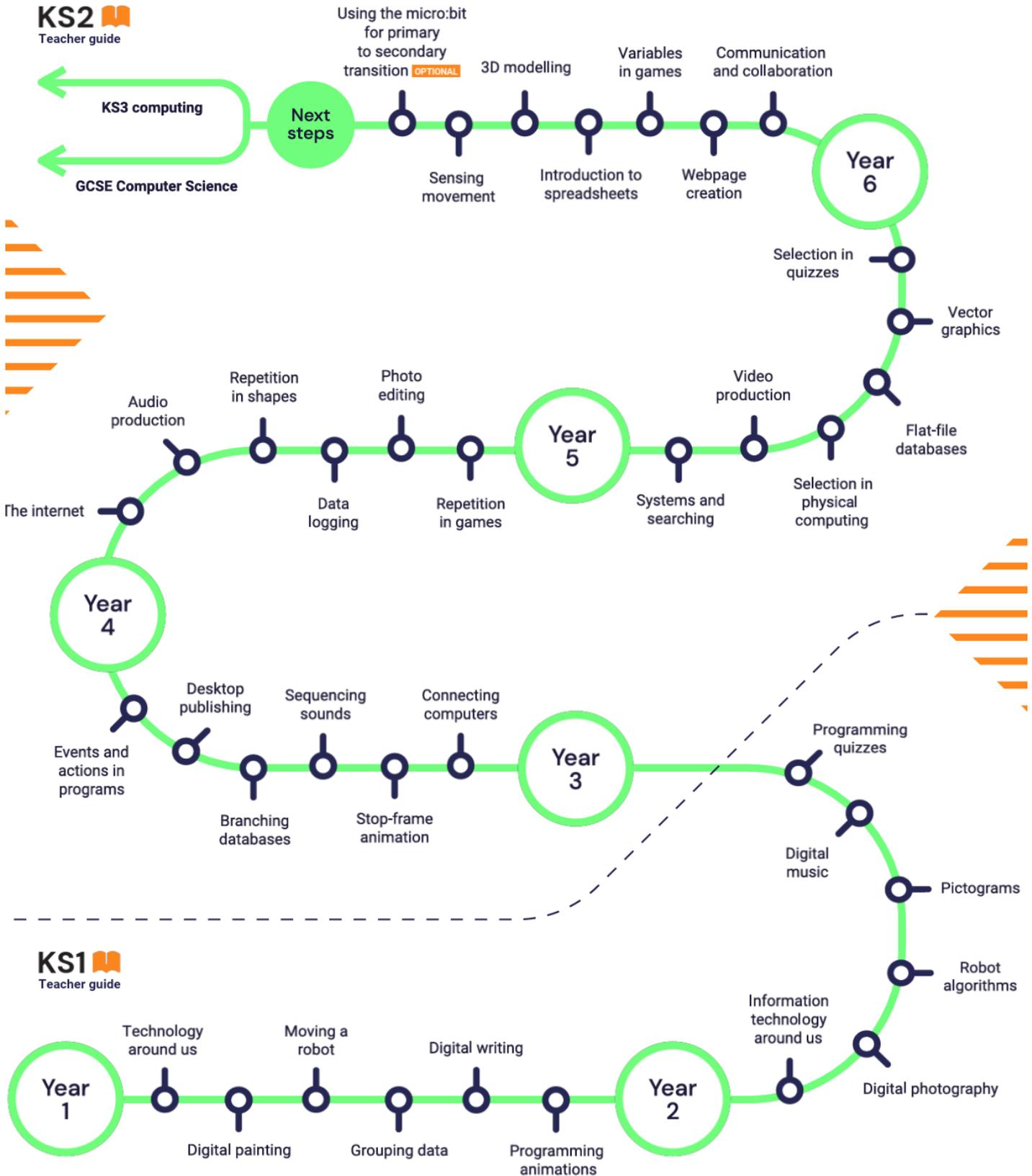
## **Cross-Curricular Technology Use**

To ensure adaptability, we utilise a mix of devices, including iPads and Chromebooks, across the curriculum. This prepares children to be flexible and resourceful, as they must apply their computing knowledge across different operating systems and applications.

To foster a deeper passion and skill base in computing, we are excited to announce the launch of our Computing Club in 2026 for both Key Stage 1 and Key Stage 2 pupils. This club will provide enrichment opportunities, placing a primary focus on coding and computer science application. Activities will include advanced programming projects and robotics, utilising specialist equipment such as LEGO Education SPIKE Essential to give pupils hands-on experience in bringing algorithms to life within a fun, collaborative environment.

# Computing Overview

**KS2**  
Teacher guide



[Interactive version - Link here](#)

## Impact

Our curriculum is designed to ensure pupils leave our school as digitally literate and responsible global citizens. They will be proficient users of technology, equipped with the essential skills and knowledge not only to utilise digital tools effectively for their own benefit, but critically, to use them safely and ethically. The central impact is fostering a deep understanding of the consequences of online actions, empowering children to keep themselves secure and know how to seek help. As their confidence in Computing grows, pupils will become independent, leveraging key life skills such as problem-solving, logical thinking, and self-evaluation. Ultimately, we aim for all children to be versatile and proficient users of technology, capable of working both independently and collaboratively to meet the challenges of the future.

