

Curriculum Update

This edition is all about **Computing**

The Computing curriculum at Acomb Primary aims to equip children with the skills they need to use and understand digital technology in their daily lives. This is completed through three main strands: E-Safety and Digital Literacy, Computer Science and Information Technology. The curriculum is designed to be hands-on, allowing children to experiment with technology, develop their skills, and apply their learning to real-world situations. The goal is to help children develop a deep understanding of digital technology and its impact on their lives, and to equip them with the skills they need to use technology safely and effectively.

E-Safety and Digital Literacy

The [Education for a Connected World](#) document has influenced the teaching of E-Safety and digital literacy heavily. Today's children and young people are growing up in a digital world. As they grow older, it is crucial that they learn to balance the benefits offered by technology with a critical awareness of their own and other's online behaviour, and develop effective strategies for staying safe and making a positive contribution online.

Did you know?

A game's age rating can be used by adults to make an informed choice as to whether or not a game is suitable for their child. The PEGI (Pan European Game Information) system rates games and, instead of indicating the level of ability required to physically play a game, it indicates the suitability of content for that age group.

Information Technology

Incorporating technology creatively across the curriculum is essential, though it may also require the teaching of some standalone knowledge. Learners should be aware of technology's pervasiveness and be able to recognise it, as well as have a growing comprehension of its functioning.

Information Technology has been broken down into several activities including word processing, spreadsheet and data handling, presentation, web design, animation, video creation, photography, art, sound, and augmented reality (AR) and virtual reality (VR). When utilising these concepts to produce content, it is crucial to closely link it to digital literacy, taking into account the target audience and good design principles.

Computer Science

Computer Science is divided into three main components: Computational Thinking, Programming, and Computer Networks. Computational Thinking involves finding solutions to problems with or without the use of computers, by breaking down the problem into a sequence of steps (an algorithm) and using technical skills to implement the algorithm in code.

Programming involves writing algorithms and turning them into code, as well as fixing mistakes (debugging) and evaluating the results. As learners progress, they will write more complex programs that incorporate elements such as sequence, selection, repetition, and variables.

Computer Networks focuses on the interconnections between computers and how they communicate and exchange information.

Social Media Age Restrictions

Age Group	Platforms
Under 13 (with parental consent)	GoBubble, PopJam, GROW SOCIAL
13+	Facebook, Instagram, Tumblr, Twitter, Skype, iTunes, Pinterest, MyLOL, Wink, Snapchat, TikTok, reddit, ASK.fm
16+	WhatsApp, Telegram
18+	Meow Chat, Meet Me, Tinder
18 (13 with parental permission)	flickr, YouTube, Spotify