



Computing

Computing is using technology to create programs and a range of digital content safely and responsibly.

"It's not about what technology does. It's about what you can do with it."

Kevin Kelly, Founding Executive editor of Wired Magazine.

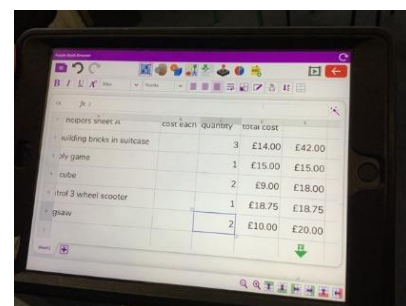
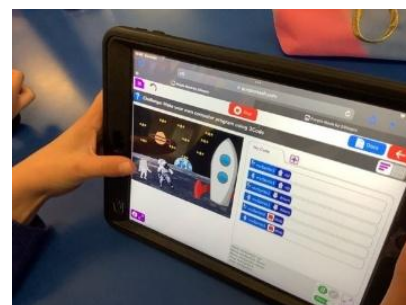
At Hollyfield, we follow the Computing Program of Study from the England Primary National Curriculum, designed to equip pupils with essential digital skills, knowledge, and understanding for today's world. Computing is more than just learning to use computers. It helps pupils develop problem-solving skills, logical thinking, and creativity through a wide range of activities, including coding, using digital devices safely, and understanding how information is stored and communicated.

We use the Purple Mash scheme of learning to deliver the curriculum from Year 1 to 6. Purple Mash is a carefully structured, engaging online platform that supports and enriches the national curriculum objectives by providing age-appropriate lessons and interactive tools.

Using Purple Mash, pupils progressively develop their computing knowledge and skills, including:

- **Understanding Online Safety** to keep themselves safe and responsible digital citizens,
- **Programming and Coding**, learning how to create their own simple programs and games,
- **Using Technology Purposefully** to create, store, and retrieve digital content,
- **Exploring Data Handling**, including spreadsheets and databases,
- **Enhancing Creativity** through digital art, animation, and storytelling.

Through this structured and comprehensive approach, our pupils build confidence and competence in computing, preparing them for the future in an increasingly digital world.



Links to documents:

- [National Curriculum - Computing key stages 1 to 2](#)
- [KS1 Online Safety Overview](#)
- [KS2 Online Safety Overview](#)
- [Computing Unit Overview](#)
- [Progression of Skills](#)