ED&I Curriculum Principles – Computing

1) Our curriculum is designed with an EDI lens

Ensures all children can access and participate in Computing

Our Computing curriculum is designed so that every pupil can engage in coding, digital creation, data handling, and computational thinking. Learning is carefully sequenced and scaffolded so that children of all abilities can develop skills in problem-solving, programming, and digital literacy. Adaptive teaching ensures that all children are supported to build confidence and independence in computing tasks.

Represents a wide range of contributors to computing

The curriculum introduces children to influential figures in computing, technology, and digital innovation from diverse backgrounds, cultures, and historical periods. This helps children see that computing is for everyone and that creativity, innovation, and problem-solving are not limited by identity or background.

2) Our curriculum reflects our society

Connects computing learning to children' lived experiences

Children explore computing through real-world contexts, including online safety, coding applications, digital communication, and emerging technologies. By linking learning to contemporary technology that children encounter every day, the curriculum helps them understand how computing shapes modern life.

Explores the role of computing in society

The curriculum highlights how computing influences social, cultural, and economic development. Children learn how software, algorithms, networks, and digital tools impact communities and global systems. They develop an understanding of the ethical, social, and environmental implications of computing.

3) Our curriculum broadens horizons and incorporates multiple perspectives

Introduces children to computing from around the world

Through coding, digital creation, and exploring technological innovations, children encounter computing from a global perspective. This includes software development, cybersecurity, artificial intelligence, and the history of computing across different cultures and countries.

Encourages critical thinking and creativity

Children develop problem-solving skills, logical reasoning, and creativity through hands-on projects, programming tasks, and digital design challenges. They learn to analyse problems, generate solutions, and evaluate outcomes, building transferable skills for future study and careers.

4) Our curriculum prioritises emotional safety and is intentional in preventing emotional harm

Creates a safe environment for experimentation and collaboration

Computing lessons provide opportunities for children to explore, experiment, and collaborate using technology. Teachers foster a classroom culture where children feel confident to test ideas, make mistakes, and develop digital fluency without fear.

Teaches responsible and ethical use of technology

Children learn about online safety, digital wellbeing, and responsible use of technology. Computing education includes understanding data privacy, cyberbullying, digital footprints, and ethical decision-making, ensuring children navigate the digital world safely and respectfully.

5) Our curriculum actively challenges stereotypes and discrimination

Challenges stereotypes in computing and technology

The curriculum actively challenges stereotypes about who can succeed in computing and technology. Children learn about diverse role models in computing, including women, people from minority backgrounds, and pioneers in emerging technologies, encouraging them to see themselves as creators and innovators.

Promotes respect for different technological perspectives

Children explore how different cultures, industries, and communities approach technology and problem-solving. By studying diverse computing practices and innovations, children develop respect for different approaches, values, and creative solutions in the digital world.