

Crabbs Cross Academy's Computing Overview

Intent



In today's world, where the internet is an ever-present part of life, many children—and increasingly, adults—have never experienced a world without it. The internet has fundamentally changed how we communicate, trade, and go about our daily lives. As the digital landscape continues to evolve, it is essential that children are equipped with the skills, knowledge, and opportunities to navigate it with confidence and safety.

At Crabbs Cross Academy, our Computing curriculum is designed to empower children to use technology confidently, creatively, and responsibly. We want children to understand how computers and digital systems work and how they can use technology to solve problems in everyday life. Computing lessons will teach students to think logically, work carefully and develop problem solving skills through coding, programming and exploring how technology is used in the world around them. They will also learn about online safety so that they can make sensible choices, protect their information and use the internet responsibly in a respectful and secure manner. By combining digital literacy, computer science, and creative uses of technology, we aim to prepare students for the future, giving them skills to succeed in the next steps of their education, the workplace, and a rapidly changing digital world.

Crabbs Cross Academy Core Values:



Implementation



At Crabbs Cross Academy, we have adopted the Purple Mash computing scheme for pupils from Reception through to Year 4. Due to our mixed-age classes, we follow a two year cycle to ensure that all children receive the coverage of the required content for each key stage. Computing is taught as a discrete subject, with lessons carefully planned and sequenced to build knowledge progressively over time. Teachers employ a variety of teaching strategies, including practical activities, unplugged computing, and the use of devices such as iPads and laptops. This ensures that learning is both engaging and accessible to all pupils.

The Purple Mash curriculum is structured around three key strands:

Computer science – understanding how computers and networks work and developing programming and coding skills.

Information Technology – using a range of software and tools to create, present and handle information.

Digital Literacy – learning how to use technology safely, respectfully, and responsibly.

How Computing is mapped across the school

Predominant Computing strand*
Computer Science
Information Technology
Digital Literacy
Most units will include aspects of all strands

Year 1/2 Cycle A								
1.1 Online Safety and Exploring Purple Mash	2.5 Effective Searching	1.4 Lego Builders	1.9 Technology Across School	1.2 Grouping and Sorting	2.6 Creating Pictures	1.7 Coding	2.1 Coding	
Year 1/2 Cycle B								
1.1 Online Safety and Exploring Purple Mash	1.5 Maze Explorers	2.4 Questioning	2.2 Online Safety	1.6 Animated Story Books	2.7 Making Music	2.3 Spreadsheets	1.3 Pictograms	2.8 Presenting Ideas
Year 3/4 Cycle A								
Coding	3.2 Online Safety	3.3 Spreadsheets	3.5 Email	3.6 Branching Databases	3.7 Simulations	3.8 Graphing	3.10 micro:bits	
Year 3/4 Cycle B								
Coding	4.2 Online Safety	4.4 Writing for Different Audiences	4.5 Logo	4.6 Animation	4.7 Effective Search	4.8 Hardware Investigators	3.9 Presenting	

Impact



Computing

By the end of their time in our school, pupils will have developed the knowledge, skills and confidence to use technology effectively and responsibly. They will understand how computers and digital systems work and be able to apply computational thinking and problem-solving skills across different subjects and real-life situations.

The impact of our computing curriculum is measured through a combination of assessment, pupil voice and evidence of learning in folders within Purple Mash. Success is also reflected in the way pupils apply their skills across the wider curriculum, demonstrating their understanding of online safety and their ability to confidently use technology both in and beyond the classroom.