Computing
Intent, Implementation, Impact:

Intent	Implementation	Impact
Learners will: • Use their creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts. • Be equipped with the necessary skills to develop their technical understanding at their own developmental level. • Work as a team to solve problems • Apply the principles of nutrition, basic hygiene and learn how to cook • Evaluate their own products and those of others	• A thematic topic-based curriculum is followed to ensure a broad range of experiences. • Planning is supported by 'projects on a page' to support subject knowledge • Teachers progression grids to ensure appropriate skills are taught depending on developmental level. • Teachers will follow learners' interests and curiosity throughout individual topics to adapt, inform and extend planning where appropriate. • Teachers provide opportunities to use a range of tools and equipment. • Design and Technology is taught in a spiral, not linear manner to ensure key skills are repeated and embedded. • Teachers plan opportunities for cross-curricular links including art, computing, maths and science. • Use of specialist equipment to facilitate learning, such as the life skills room.	Learners will: • demonstrate deep engagement during design and technology activities. • have explored a range of different foods through sensory exploration, cooking, food hygiene and preparation. • have designed, made and evaluated a range of relevant products where appropriate. • have transferrable skills they have learned during design and technology sessions into real life where appropriate. • have developed their skills of problem solving, reasoning and resilience at their own developmental level.