

3 Year Action Plan Computing Digital Skills ICT

OBJECTIVES	ACTIONS	TIME SCALE	RESPONSIBILITY	FINANCE/ RESOURCE	MONITORING (WHEN, HOW AND BY WHOM)	EVALUATION (WHEN, HOW AND BY WHOM)	SUCCESS CRITERIA	MILESTONES	REVIEW OF MILESTONES	IMPACT	FURTHER ACTION
Objective 1: Staff Skills & CPD: To lead whole-school improvement in Computing by reviewing staff digital, pedagogical and subject-knowledge skills, and delivering targeted CPD that builds confidence and competence in Computer Science, Digital Skills, ICT for Life and STEAM-aligned teaching.	Create a staff skills audit	End of this summer term 2026	AG RT LB	NONE	ICT Coordinator and SMT as per monitoring cycle.	J. Bowe/ SMT / Governors as per monitoring cycle.	Plan CPD in place and QA'd				
Objective 2: Curriculum Change & Implementation: To introduce a modern, inclusive Computing curriculum integrating Computer	Refine not developing a curriculum overview that meets the needs of learners and the NC .	End of Autumn term 2026	AG RT LB	NONE	ICT Coordinator and SMT as per monitoring cycle.	J. Bowe/ SMT / Governors as per monitoring cycle.	Draft one of overview and new learning routes in place				

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Science, Digital Skills, ICT for Life and STEAM, ensuring clear progression and high-quality delivery across all phases.	inclusive of STEAM SLT – York University – Computing curriculum quality framework										
Objective 3: Assessment, Data & Challenge: To use assessment, digital portfolios and data tracking to identify learner strengths, support challenge, and ensure gifted and talented pupils access deeper learning and enrichment opportunities.	Liaise with SLT as to cohort and assessment data to identify GT learners in ks2 and ks3	End of Autumn term 2026	AG RT LB	NONE	ICT Coordinator and SMT as per monitoring cycle.	J. Bowe/ SMT / Governors as per monitoring cycle.					
Objective 4: British Values, Digital Citizenship &		End of Winter	AG RT LB		ICT Coordinator and SMT as per	J. Bowe/ SMT / Governors as per					

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Community: To embed British Values through digital citizenship, online safety and ethical technology use, promoting responsible participation and critical thinking in a digital society.	Seek networking links with LEA and share knowledge and expertise to refine curriculum links	term 2026		None	monitoring cycle.	monitoring cycle.					
Objective 5: Sustainability & Long-Term Capacity: To secure sustainable digital learning by planning resources, maintaining technology, embedding eco-friendly practices, and developing pupil digital leaders to	Plan digital sustainability leader induction and responsibility Plan sustainability learning and the effects of electronic waste into the	End of summer 2027	LB AG RT Sustainability lead	Some may be needed for Digital leaders	ICT Coordinator and SMT as per monitoring cycle.	J. Bowe/ SMT / Governors as per monitoring cycle.	Sustainability audit shows improvement				

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support long-term implementation.	curriculum										
Objective 6: UDL Integration Focuses on embedding Universal Design for Learning across Computing, ICT, and Digital Skills. Includes staff training, redesigning learning materials, and monitoring impact.	Research further UDL and embed into curriculum to support Steam	Endo of Summer 1 2027	AG RT	Some may be required for specialist trianing needed Contact York Uni for support							