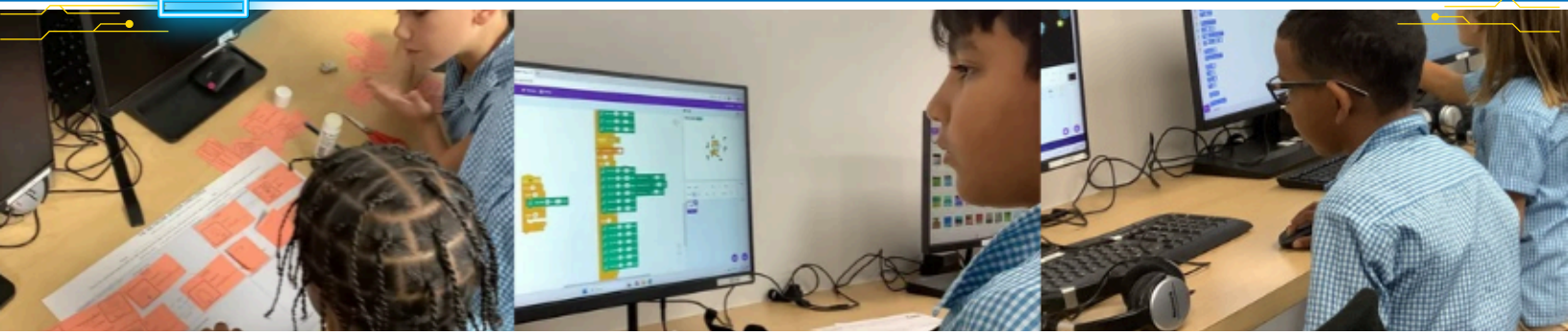
COMPUTING

CREATING . CODING . COMPUTING . CYBER SAFETY

CAYMAN PREP & HIGH SCHOOL

Year 2026 - Term 1



THINK IT. CREATE IT. CODE IT.

This term, our computing journey has been full of creativity, problem solving, new discoveries and new skills. From exploring comuters all around us and how they are used in everyday life, to developing typing and digital skills and briging ideas to life through coding. Students have been discovering how technology works and how we can use it safely, responsibly and creatively.

COMPUTING SHOWCASE

KS2



KG & KS1



OUR LEARNING HIGHLIGHTS

Programming

Think . Build . Debug

Students have written, tested and improved code, explored algorithms through game creation and developed interactive projects such as simple soundtracks and digital stories. They will continue to explore commands, instructions and algorithm through engaging unplugged activties and programming games.

Digital Skills

Type . Click . Communicate

Students are developing typing and mouse skills, exploring computers around us and their everyday uses and learning how to effectively communicate through email. Students will also explore computer components, peripherals and how devices connect.

Digital World

Explore . Connect . Stay Safe

Students are exploring how computers connect through networks, how the internet works, how websites and search engines help us find information. They are also learning how to stay safe online, make responsible choices when communicating and sharing, recognize facts and opinions and understand online advertising and know where to seek help.

How You Can Support at Home

Encourage your child to explore home technology and how they work—like how appliances process inputs—and discuss how devices connect to the internet. Practice digital skills, create simple coding games and talk about online safety, especially regarding personal information and responsible choices.