

INTENT

- We aim to develop pupils who...



Are responsible, competent, confident and creative users of information and communication technology.



Know how to keep themselves safe whilst using technology and on the internet and be able to minimise risk to themselves and others.



Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.



Become digitally literate and are active participants in a digital world.



Can analyse problems in computational terms, and have repeated practical experience writing computer programs in order to solve such problems.



Are equipped with the capability to use technology throughout their lives.

IMPLEMENTATION

-How do we achieve our aims?

The society and world that is developing in front of us is increasingly reliant on humans being comfortable with the use and understanding of computers. Not every single person will work in a related field but it can be argued they will be in contact with someone that is. If we do not teach young people to be digitally literate, and prepared for the future, then society will suffer.

Progression model

To ensure high standards of teaching and learning in computing, we implement a curriculum that is progressive throughout the whole school. Our Computing progression model is broken down into three strands that make up the computing curriculum. These are Computer Science, Information Technology and Digital Literacy.

- Computer Science underlines the knowledge and skills relating to programming, coding, algorithms and computational thinking.
- Information Technology underlines the knowledge and skills relating to communication, multimedia and data representation and handling.
- Digital Literacy underlines the knowledge and skills relating to online safety and technology uses all of which are covered whether combined or discretely.

EYFS/KS1/KS2

Guidance is taken from development matters and the national curriculum which outlines the expected curriculum to be taught.

Purple Mash

The Purple Mash scheme of work enables clear coverage of the computing curriculum whilst also providing support and CPD for less confident teachers to deliver lessons. Lessons are broken down into weekly units. Units cover a broad range of computing components such as coding, spreadsheets, Internet and Email, Databases, Communication networks, touch typing, animation and online safety

IMPLEMENTATION

(continued)

Staying Safe

Computing and safeguarding go hand in hand and as we provide a huge focus on internet safety inside and outside of the classroom. Additional to all pupils studying an online safety unit through their computing lessons, every year we also take part in National Safer Internet Day in February. The Computing co-ordinator alongside class teachers will plan additional internet safety lessons and activities to take part in following a specific yearly theme. Internet Safety assemblies are also held as well as parent internet safety workshops and parent home activities. As well as this, e-safety modules are woven into our HMHM curriculum which are delivered by our highly trained nurture team.

Assessment

Formative

Well designed multiple-choice questions are used to check pupils' understanding and identify misconceptions. The quizzes help pupils remember important subject content and the use of technology (e.g. Kahoot) gives the teacher immediate feedback.
<https://diagnosticquestions.com/Quantum>

Working with children and groups of children during lessons to provide ongoing assessment information and then providing feedback through live modelling and questioning.

Summative

End of unit assessment tasks allow the teacher to track which children can apply the knowledge and skills learnt to an independent task.

IMPACT

-How will we know we have achieved our aims?



Children's personal development in creativity, independence, judgement and self-reflection will grow.



Children will understand and appreciate the value of Computing in the context of their personal wellbeing and in particular how to stay safe.



Children are increasingly confident in evaluating and applying information technology, including new or unfamiliar technologies, analytically to solve problems.



Our children enjoy and value Computing and know why they are doing things, not just how.



Children have an increasingly sophisticated knowledge of how to analyse problems in computational terms, and writing computer programs in order to solve problems.



Children will understand and appreciate the technological, creative and cultural industries and their many career opportunities.