COMPUTING

Intention, Implementation Impact

Intention
We offer a structured sequence of lessons, helping teachers to ensure that they have covered the aims of the national curriculum. The content allows for a broad, deep understanding of computing and how it links to children's lives and the wider world. It offers a range of opportunities for consolidation, challenge and variety. It allows children to apply the fundamental principles and concepts of computer science. They develop analytical problem-solving skills and learn to evaluate and apply information technology. It also enables them to become responsible, competent, confident and creative users of information technology, the internet and promotes and teaches safe behaviour online. The progression map supports computing subject leaders and teachers. Computing is taught by the class teacher and there are also weekly discussion questions and scenarios to facilitate online safety awareness and open conversations.
Implementation
Each lesson contains revision of previous skills, progression of understanding, application, analysis/reflection and problem-solving. Through the sequence of lessons, we intend to inspire pupils to develop a love of the digital world, see its place in their future and give teacher's confidence to deliver lessons successfully. Cross-curricular links are also important in supporting other areas of learning and computing is used throughout the curriculum, not exclusively in computing lessons. Our planning and resources help children to build on prior knowledge at the same time as introducing new skills and challenges. In KS2 we have lessons which include algorithms, coding and debugging. Children also develop their knowledge of computer networks, internet services and the safe and purposeful use of the internet and technology. Data Handling is featured more in Upper Key Stage 2. Skills learnt through KS1 and LKS2 are used to support data presentation. Adult guides are offered, and peer support, enabling staff to feel confident in the progression of skills and knowledge and that outcomes have been met. Whilst we plan a specific sequence of lessons, offering structure and narrative, computing is also brought into other areas of learning. Computing is discussed in the context of our lives, the wider world and career opportunities.
Impact
Learning in computing is enjoyed across the school. Teachers will have high expectations and quality evidence will be presented/saved/printed in a variety of forms. Children will use digital and technological vocabulary accurately, alongside a progression in their technical skills. They will be confident using a range of hardware and software and will produce high-quality purposeful products. Children will see the digital world as part of their world, extending beyond school, and understand that they have choices to make throughout their lives involving IT. They will be confident and respectful digital citizens, going on to lead happy and healthy digital lives.