SUBJECT ON A PAGE: # Computing

At Carr Mill Primary School, we believe it is essential to place Computing at the heart of the curriculum in an always 'online' world.

Intent- We aim to…

- Foster a love of computing by giving children the opportunity to interact with a diverse curriculum
- Provide children with the necessary life- long skills to ensure they can read confidently navigate devices and take ownership of their digital literacy
- Build a community where children are fully aware of E-Safety. Children are to made aware of both the positives and negatives of being in an 'online' world
- Ensure Computing is a transferrable skill and that children are making links to the wider curriculum
- Develop a consistent approach to the teaching of Computing. Ensure that all staff are comfortable and knowledgeable when delivering our scheme of work

We view Computing as a key component to academic success as the we continue to move to an always online world. A high-quality Computing education equips pupils to use computational thinking to understand and change the world.

COMPUTER SCIENCE INFORMATION TECHNOLOGY DIGITAL LITERACY

Implementation- How will we achieve our aims?

A clear intent for Computing

A high-quality Computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. It is easy to assume that, in a post-pandemic world that children are digital natives and increasingly more comfortable with technology. This is not the case and children need to be taught *how* to use computing devices if they are to use them effectively.

Pupils have sufficient learning time to learn and understand computing and progress through each year group. Teachers receive high-quality computing CPD to develop and maintain their subject knowledge.

The Importance of E-Safety

We believe that a high-quality Computing curriculum should carefully sequence knowledge related to online safety to ensure that content is appropriate for pupils at each stage of their education. A 'high-quality' computing curriculum should carefully sequence knowledge related to online safety to ensure subject content is appropriate for pupils at each stage of their education.

E-safety is rooted in the design of the curriculum and taught by teachers who have had opportunities to develop subject knowledge in online safety. In addition, all staff, pupils and parents are required to sign an acceptable user agreement. Children understand the need to feel safe online and what to do if they spot anything online which may be considered inappropriate.

Sequence of learning

As with all subjects taught at Carr Mill, Computing has a clear, well-sequenced and structured intent. Due to mixed-age classes, a clear assessment and curriculum offer has to be clearly defined to ensure children do not repeat units and skills are taught progressively in a spiral curriculum to reinforce key skills.

Our sequence of learning ensure that Computing is taught in well thought-out, meaningful steps which ensures children build upon their skills and successes over the course of their time in school, beginning at Foundation stage. In the EYFS, we equip our children to participate in a rapidly changing world which is transformed by technology. They will develop the skills necessary to explore, analyse, exchange and present information in a safe way. Children are able to transfer their computing and digital literacy skills to enhance their work in other subjects.

Monitoring and Tracking

Effective monitoring and tracking is essential in ensuring children are making (and exceeding) expected progress for their respective age group. At Carr Mill, evidence of Computing lessons is stored via Code Studio, Seesaw and on the school network. Code Studio allows for practitioners to see a clear level of progress and develops children's skills are programmers. Seesaw and the school network is used by teachers to provide evidence of other Computing units and examples of evidence including photos, videos and QR-Codes.

Impact-How will we know we have met our aims?

By discussing Computing at Carr Mill, children are passionate about Computing and understand *why* they are being taught specific skills. Children are genuinely excited to meet, use and try new technology.

The impact of our Computing curriculum goes beyond the results of statutory assessments, equipping our children with essential skills which they will take with them beyond primary school and into secondary school, university and the world of work.

Children know and understand the importance of E-safety and know which actions to take if they come across something deemed harmful online. Children can also provide advice to others.

Children find opportunities to actively engage with Information Technology as a learning resource outside of the classroom.

Teaching of Computing is consistent across school, with teachers seeing clear progress in their children's attainment. Staff feel confident and enriched by the new scheme of work.