



Computing Intent, Implementation and Impact statement.

Intent

We feel that computing is an essential skill to an ever-changing technological age and is a major factor in enabling children to be confident, creative and independent learners. Our computing curriculum allows for a broad, deep understanding of computing and enables the children to find, explore, analyse, exchange and present information. The children will learn to apply the fundamental principles and concepts of computer science as well as developing analytical problem solving skills. They will also learn to evaluate and apply useful information technology skills across other areas of the curriculum. This will enable them to become responsible, competent, confident and creative users of information technology.

Implementation

The children have a regular computing lesson weekly but all classes also have access to technology to allow them to use their skills to support other areas of learning. Our plans and resources help children to build on their prior knowledge at the same time as introducing new skills and challenges. . We have a clear and effective, scheme of work that is based on the National Centre for Computing Education (NCCE) which provides coverage in line with the national curriculum. Teaching and learning shows progression across all key stages within the strands of computer networks, creating media, daa and programming. Children will also learn about online safety.

In Reception and KS1, the focus is on developing the use of basic algorithms, programming Beebots and learning how technology can be used safely and purposefully.

In KS2, lessons still focus on algorithms, programming and coding but in a more complex way and for different purposes. Children also develop their knowledge of computer networks, internet services and the safe and purposeful use of the internet and technology. Digital leaders from upper key stage 2 help to improve computing across the school, assist with the delivery of online safety learning, try and evaluated new hardware and software and help the computing teacher to support the younger children with their learning.

Impact

Learning in computing will be enjoyed across the school. 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. They will be confident and respectful digital citizens going on to lead happy and healthy digital lives. Success will be assessed in a variety of ways including end of unit independent tasks that show the learning they have achieved throughout the topics as well as practical assessments (particularly in programming).