



St Margaret Mary's Curriculum Statement

We try to follow Jesus in everything we do.

Computing

Intent

Our Computing and Information Technology curriculum has been specifically tailored to meet the needs of our school community. It is designed to be broad and balanced, providing all pupils with the opportunity to be curious and wise in their learning and knowledge. To be attentive and discerning in order to make sense of the world around them and give purpose as to why we learn about and from Computing. This will help them become faith filled and hopeful in their abilities to change and transform our society.

We believe that computing helps to prepare the children for life in 21st century Britain, encouraging children to develop a greater understanding of technology and the digital world around them.

Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. 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. We aim to build high levels of competence in the subject specific skills of:

- Computational thinker
- Computer programmer
- Creative user of technology
- Data producer
- Online communicator and collaborator
- Responsible digital citizen

Implementation

Computing is taught through the framework of the 2014 National curriculum. The principles and content of its requirements have been carefully placed at the heart of the school's programmes of study in computing.

The school uses the 'JE computing' Scheme of work, focusing on becoming a Computational thinker, Computer programmer, Creative user of technology, Data producer, Online communicator and collaborator and Responsible digital citizen.

ProjectEVOLVE is an online resource we use to equip our children for a digital life. This resource covers each of the statements from the UK Council for Internet Safety's framework "Education for a Connected World". Staff use ProjectEVOLVE as an additional digital literacy resource to what is covered in our 'JE computing' Scheme of work.

These principles are directly linked to the school's Age-Related Expectations (AREs) in computing for each year group which allows a consistent application of the curriculum throughout the Key stages. A class floor book is kept for each class. The floor book provides evidence of coverage within the subject and key reference to where the children meet the A.R.E statements. Each year group has a class login and an individual login to save their work on the system.

IPADs and laptops are used throughout the school and timetabled on a weekly basis. Teachers can block their computing timetable on a half termly basis with a minimum of 2 sessions per half term.

In Computing, assessment of pupil progress is undertaken against the age-related expectations for Computing. This includes any final pieces of work and any whole class assessment that staff might undertake. The outcomes of these assessments are used by class teachers to evaluate the quality of coverage of the ARE in Computing and to inform aspects of learning that need to be strengthened to improve the quality of provision and to enhance pupil progress.

Impact

A high quality of computing education aims to develop a range of programming and technological skills that are transferable to other curriculum areas, including Science, Mathematics, English and History.

As they, progress through primary school children will become increasingly confident in:

- The application of their digital skills,
- Becoming increasingly efficient and effective communicators, collaborators and analysts,
- Showing imagination and creativity in their use of ICT in different aspects of their learning and life beyond school.
- E-safety and the risks involved when using the internet.

We seek to inspire in children a love of computing and the aims of computing is to equip children with the skills necessary to use technology to become independent learners. The teaching style that we adopt is as active and practical as possible.