

Computing Intent, Implementation and Impact

Cotherstone Primary School

Intent

- To provide a relevant, challenging and enjoyable curriculum for Computing for all pupils.
- Meet the requirements of the National Curriculum programmes of study for Computing.
- To respond to new developments in technology.
- To develop a wide range of fundamental skills, knowledge and understanding needed in modern day life.
- To develop 'Computational thinking', a skill that enables effective participation in the digital world.
- To enable pupils to understand and apply the most important principles and concepts of computer science.
- To equip children to use information technology to create programs, systems and a range of content.
- To ensure pupils become digitally literate.
- To enable pupils to use technology effectively, and express themselves and develop their ideas through, information and communication technology and as active participants in a digital world.
- To develop the understanding of responsible use of the Internet and of the potential dangers of using the Internet and measures they can take to keep themselves safe in school and in the wider world

Implementation

The National Curriculum defines three clear aspects of computing: Computer Science (CS), Information Technology (IT) and Digital Literacy (DL). Across our 2 year Long Term Planning cycle, computing lessons will cover the content for each of these strands. Learning is sequenced to build knowledge, skills and vocabulary. Throughout units of work teachers will make links and encourage children to make links between past learning and new content.

The progression of skills document allows teachers to plan computing lessons to build on the previous knowledge and skills within each computing strand, whilst also meeting their year group expectations.

In line with our whole-school curriculum intent, Computing will be taught both discretely as a core subject for one hour a week as well as being used daily across other aspects of our school curriculum, with one example being the use of Times Tables Rockstars during Maths lessons.

Where appropriate, Computing will be linked to class topics.

Whole- school Internet Safety days are timetabled within the school year. Parents are updated via the newsletter/School Facebook page of Internet Safety updates and guidance.

Computing work is saved electronically in children's own network; which can be accessed by Staff.

Whole class floor books are used to evidence computing work, and allow children to reflect on their learning throughout the year.

Impact

The intended impact of our Computing curriculum is that children build on the knowledge and skills from previous learning. We strive to ensure that every child can become a confident user of technology, while being able to use it to accomplish a wide variety of goals, both at home and in school. Children will have a secure and comprehensive knowledge of how technology works in the world around them and will develop their understanding of how to deal with online situations safely.