



ANCHORSHOLME ACADEMY

Three-part Curriculum Offer for Computing

Core	Developmental	Additional
Universal offer for all	Provision to enable learners to access the core offer	Targeted, specific support for individuals
<ul style="list-style-type: none">• Teach Computing Curriculum follows and meets all milestones in sequence• Paired Programming using the 'driver' and 'navigator' approach• Coding Club• 3D Printing Club• KS1 iPad Club• Physical Computing e.g. crumbles, microbits• Cross-curricular links e.g. History and Maths• Online Safety Day• Digital Leaders (More Able pupils)• Project Evolve to assess and deliver whole school online safety• I Belong project	<ul style="list-style-type: none">• Individual laptops for pupils with additional needs• High staff ratio directed to support specific learners• Differentiated Google Classroom assignments• Scaffolded Code Snippets• Unplugged Scaffolding and activities (e.g. pictures) for SEND• Adaptive settings used on individual devices• Alternative softwares used to access the milestones• Dynamic pairing based on the unit/strand	<ul style="list-style-type: none">• Mr Morley – Use of ICT with specific pupils with SEND and SEMH• Accesses Whole School Offer

ANCHORSHOLME ACADEMY

Three-part Curriculum Offer for Computing

- | | | |
|---|--|--|
| <ul style="list-style-type: none">• Access to STEM careers information through Careers Day• Computing Funky Friday• Astro Pi• Bebras Computational Thinking Competition• Progressive vocabulary overview• Careers focus within lessons• Specialist Computing Teacher• Curriculum is underpinned by the 12 principles of Computing Pedagogy• Open ended tasks which can be achieved at different levels• Access to a vast range of hardware and software in preparation for the next stage in education | | |
|---|--|--|