What does Computing look like at Badsley Primary?

Intent

When planning and teaching at Badsley Primary School, we believe that Computing is an essential part of the curriculum; a subject that not only stands alone but is woven and should be an integral part of all learning. Computing, in general, is a significant part of everyone's daily life and children should be at the forefront of learning about new technology. We want to instil a love for computing and for using technologies in fun and purposeful ways.

Computing within schools can therefore provide a wealth of learning opportunities and transferrable skills explicitly within the Computing lesson and across other curriculum subjects.

Through the study of Computing, children will be able to develop a wide range of fundamental skills, knowledge and understanding that will equip them for the rest of their life. Computers and technology are a part of everyday life that our children would be at a disadvantage would they not be exposed to a thorough and robust Computing curriculum. Children will use online and new technologies responsibly and safely. They will know how to identify dangerous and inappropriate content and they will know the necessary steps to take to tackle the problem.

Implementation

In Key Stage 1 the children will learn to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. They will be taught to create and debug simple programs and use logical reasoning to predict the behaviour of simple programs. They will be shown how to use a range of technology purposefully to create, organise, store, manipulate and retrieve digital content as well as recognise common uses of information technology beyond school. They will be taught to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Each of these skills will be taught through units of work supported by the Purple Mash Platform. As children move through school, skills will be progressive and units of work will build upon previous learning.

In Key Stage 2 the children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. They will use sequence, selection, and

repetition in programs, use logical reasoning to explain how some simple algorithms work and correct errors in algorithms and programs. Children will be taught to understand computer networks, including the internet, and the opportunities they offer for communication and collaboration. They will use search technologies effectively, learn to appreciate how results are selected and ranked, and be discerning in evaluating digital content. Children will be taught to select, use and combine a variety of software (including internet services) on a range of digital devices to create a range of programs, systems and content that accomplish given goals. They will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Each of these skills will be taught through units of work supported by the Purple Mash Platform. As children move through school, skills will be progressive and units of work will build upon previous learning.

Children in the Early Years F2 provision will be exposed to the understanding of internet safety as they explore the world around them and how technology is an everyday part of their learning and understanding of the world.

Impact

After the implementation of our computing curriculum, children at Badsley Primary School will be digitally literate and a confident member of the digital society. They will be equipped with the essential skills and knowledge to use technology effectively and safely. The biggest impact we want on our children is to have the necessary skills and understanding to use technology appropriately and to be aware of how to keep themselves safe online.

As children become more confident in their abilities in Computing, they will become more independent and key life skills such as problem-solving, logical thinking and self-evaluation become second nature.

Our Ultimate End Goal: What will our computing students be able to do when they leave Badsley Primary?

At the end of their journey at Badsley Primary school children will be responsible, confident and creative users of technology who apply computational thinking beyond the computing curriculum. They will become digitally literate and have the confidence to participate in the digital world. They will know how to stay safe, whilst using technology and on the internet. They can identify risks and therefore keep themselves and others safe. All children will understand and follow our E Safety rules and know who to contact if they have concerns, including the use of report buttons.

Our children will have had repeated practical experience writing, debugging and re-writing computer programs in order to solve problems, including logic and algorithms. They will have the ability to ask and answer questions, through collecting, analysing, evaluating and presenting data and information. The children at Badsley will have a clear understanding of how digital networks work and the services they will provide. This will enable them to use search options effectively, whilst understanding the need to evaluate the relevance of content.

Ultimately, the children will be respectful, responsible and competent digital users who will have the knowledge to safely support themselves and others online.