



WHITE HAT THINKING

FACTS Outcomes for pupils

- EYFS-Computing is only a small part of Understanding the World and therefore the percentages are not material.
- Key stage 1

Year 1

Computer science	0%	82%	18%
Boys	0%	78%	22%
Girls	0%	87%	13%
SEN	0%	83%	17%
PP	0%	80%	20%
EAL	0%	83%	17%

Year 2

Computer science	12%	58%	27%
Boys	7%	64%	29%
Girls	17%	50%	25%
SEN	45%	45%	9%
PP	25%	50%	25%
EAL	27%	55%	18%

These figures show the results for computer science only. The outcomes for IT/digital literacy are higher across the board.



Summative statement BLUE HAT THINKING

- The use of computing has continued to be pivotal this year, both supporting all areas of the curriculum in school as well as providing an excellent remote learning experience
- E-safety continues to be a major part of the computing curriculum and this has been enhanced with the adoption of the Project Evolve resources, covering all eight strands in the "Connected world" curriculum
- Data confirms that the standards remain high across key stage 1 although in year 2 the group of SEN girls has impacted the CS statistics. Despite this, standards of IT/digital literacy skills are high
- Despite Covid restrictions, year 1 and year 2 have provided a rounded curriculum covering all aspects of the curriculum and the topic outcomes for year 1 (Lights, camera, action) and year 2 (Chicken Clicking) have been of a particularly high standard
- Availability of computing hardware has improved with the introduction of 16 new chrome books.



GREEN HAT THINKING

- Actions**
- Subject leader - to liaise with Harrap re introduction of second set of chromebooks and the replacement of IWB/laptops to improve efficiency
 - EY - To continue to have access to old laptops and new set of touchscreen chromebooks
 - Kubo robot to be used by EY to encourage girls at an early age to connect with CS
 - Ensure E-safety 'Connected world' (Project Evolve) is monitored



BLACK HAT THINKING Areas for development

- Quality of teaching, learning and assessment
- Year 1 - Both classes produced excellent work for their Lights, camera action topic, using text, sound and art packages. Next year work to be monitored on PM to ensure both classes access resource equally.
- Project Evolve is now planned into each topic's MTP. Each year group leader to ensure the strands are taught and Subject leader to provide CPD training in October/November 2021 re subject knowledge mapping resource
- Year 2 - Excellent end of topic event, Chicken clicking - planning for this next year needs to more specifically note the eight strands.
- Quality of the curriculum
- The standard of general IT skills is high. CS is generally well taught in all year groups but the content could be enhanced in both year 1 and 2 by making greater use of the Scratch Junior resource on the Chrome books



YELLOW HAT THINKING Strengths

- Quality of teaching, learning and assessment (*include planning, task design, assessment and marking*)

IT has been used extensively to support all curriculum areas as well as for core computer science teaching and learning. The children's computing abilities and enthusiasm for IT was evident during lockdown (spring 2021)

Year 1 - Art packages and animation used effectively in Art attack topic and good progress then seen in subsequent topic Lights, Camera Action. There is a good progression of skills within the planning in year 1.
Early Years - IT is always available in Early Years and the subject leader saw some fabulous evidence of bee - bot map making in the summer term. The EY children can confidently move and program the BB forwards and backwards.

Year 2 - IT is probably used most extensively in year 2. It is used daily in reading and often supports maths and English on a daily basis. In addition, computing has been used more extensively this year to support science with the introduction of Britannica kids. Boys in Year 2 have been obsessed with researching animals, dinosaurs, space, the natural environment and most especially the oceans. This has led to some high quality independent learning and then sharing.