******Computing at GCA**

Believe

And

Achieve

**Intent:**

* To build a computing curriculum that prepares our children for an ever-changing digital world
* To build a computing curriculum that prepares pupils to live safely in an increasingly digital British society where pupils can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
* To prepare children for secondary school life and beyond by exposing them to and teaching them how to use Office appropriately (or equivalent) and how to save and access work safely and securely.
* We want children to know more, remember more and understand more in computing so that they leave primary school computer literate.
* Computing skills are a major factor in enabling children to be confident, creative and independent learners and it is our intention that children have every opportunity available to allow them to achieve this.

**Implementation:**

* Computing to be taught discretely for one hour per week (KS1 and KS2). EYFS to cover Computing through child-led learning and cross-curricular opportunities, using the iLearn2 scheme of work.
* KS1 children to be taught
* Computing skills to also be taught/used to support the learning of the wider curriculum (ie English and Topic work).
* iLearn2 scheme of work to be used alongside BBC Dance Mat Typing, which will ensure coverage of the 3 strands of digital literacy, information technology and computer science.
* Importance of online safety to be highlighted and addressed through computing and/or discrete lessons at least once every topic and/or as when needed.
* The importance of online safety is shown through displays within the learning environment and computer suite.
* Parents to be informed of when online safety issues arise and further information and support will be provided if required.
* Children will have access to the hardware (computers, tablets, programmable equipment) and software that they need to develop knowledge and skills of digital systems and their applications.
* Access to resources which aid in the acquisition of skills and knowledge.

**Impact:**

* Children will have developed an acquisition of computing skills as outlined in the National Curriculum.
* Children will be able to use computing skills effectively - particularly KS1 mouse skills and KS2 familiarisation with Office (or equivalent), both discretely and applying them to everyday learning.
* Children will be confident users of technology, 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 the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving.
* Children will be able to use subject specific and technical vocabulary.
* Children will know more, understand more and remember more about computing in society.