

# Computing Curriculum

at Highfield Littleport Academy



**HIGHFIELD LITTLEPORT ACADEMY**

*An Active Learning Trust School*

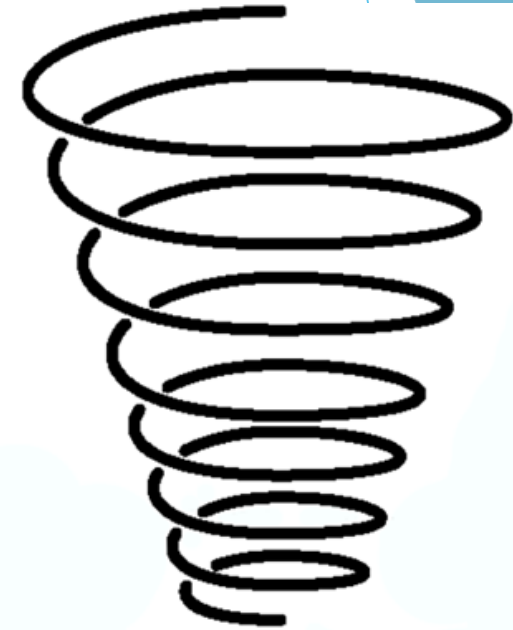
# What do we want to achieve?

Through our Computing curriculum, we want to enable our pupils to;

- Become digitally aware and responsible citizens
- Recognise the benefits of online activities
- Navigate online systems and programs proficiently and safely
- Have functional computing skills including word processing
- Have opportunities to interact with a variety of devices, apps and programs
- Develop safe online behaviours and habits
- Know how to recognise and report inappropriate conduct and content
- Use computing to achieve a creative outcome

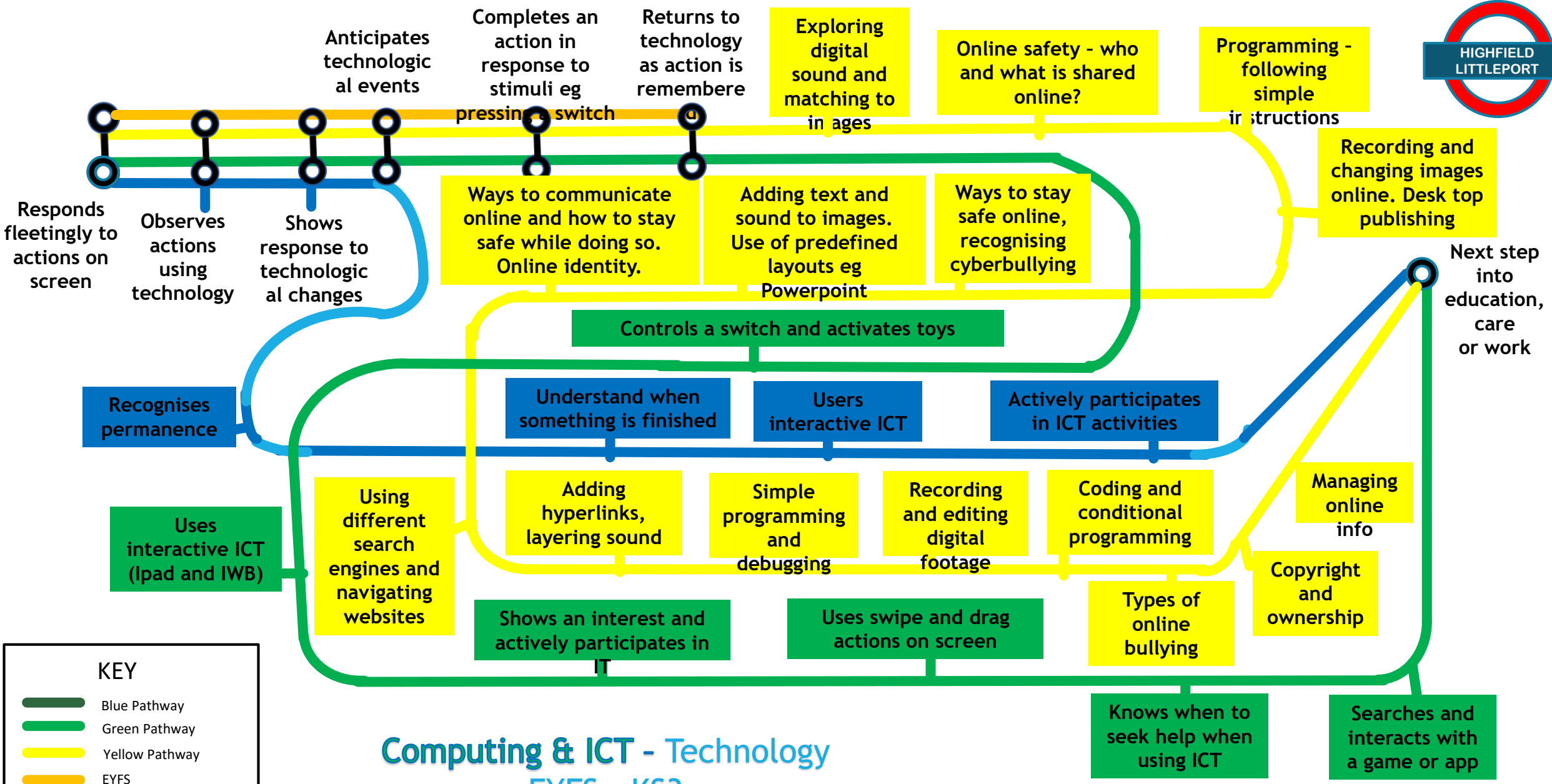
# How do we achieve our aims?

- Curriculum builds on knowledge over time. Topics are revisited and built on over learners time with us. We call this a ‘spiral curriculum’.
- **Yellow Pathway**- curriculum builds on prior knowledge, encourages questioning and reflection on own use of technology, pupils learn to apply their skills to projects of interest, maximise on cross-curricular opportunities and using Computing in other subjects
- **Green Pathway** - hands on experience with technology, navigating devices and using educational tools and programs, promoting curiosity
- **Blue Pathway** - individualised building upon pupils’ next steps, exploring technology, observing cause and effect devices e.g. switches
- **EYFS** - Developmental progression incorporating next steps.



# How do we know it has made a difference?

- Insights data demonstrates learners who make above or below expected progress, if identified then specific plans can be put in place
- Pupils have a wide understanding of online safety and so can conduct themselves in an appropriate way online.
- Pupils following the yellow pathway leave school with a functional level of Computing skills that will enable them to succeed with their next steps e.g. sending emails, writing CVs, job applications
- Pupils following the blue and green pathways gain an understanding of simple commands and cause and effect e.g. if I press this button, the toy makes a sound, and have developed a curiosity for technology.



**KEY**

- Blue Pathway
- Green Pathway
- Yellow Pathway
- EYFS

\* All lines lead to improved life outcomes

# Computing & ICT - Technology

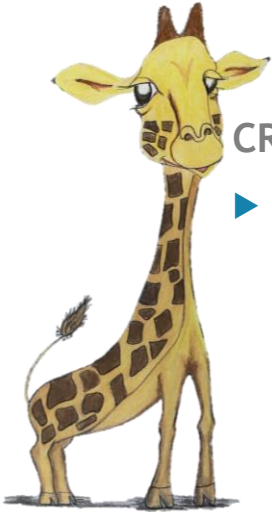
## EYFS - KS3

Next step into education, care or work

# Computing and Our Learning Values

## CREATIVITY

- ▶ In Computing, pupils are encouraged to think creatively to solve problems. On a functional level, pupils also learn how to use a variety of different programmes for creative purposes.



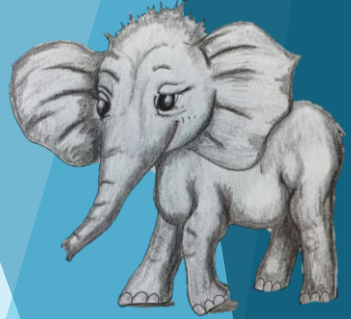
## TEAMWORK

- ▶ At times, pupils will work collaboratively on a joint computing project, for example, a group presentation.



## RESILIENCE

- ▶ Pupils are required to demonstrate resilience when they are learning new skills. Technology can also be quite frustrating when it does not work correctly, so our pupils model great resilience then too!



## INDEPENDENCE

- ▶ Pupils largely work independently when using desktop computers, laptops and iPads. They learn how to navigate different programs and how to use devices independently.



## THINKING

- ▶ When engaging with technology and computing devices, pupils are always thinking about what they want to achieve, how they can improve and considering ways that they can stay safe online.

