

COMPUTING At Holme C of E Primary Academy we believe that pupils' acquisition and command of vocabulary are key to learning across the curriculum.



INTENT - At Holme C of E Primary Academy, we understand the immense value that technology plays not only in supporting the Computing and wider school curriculum, but overall in the day-to-day life of our school. Our intention is to provide high-quality computing education which equips children to:



Be responsible, respectful, competent, confident and creative users of data, information and communication technology.



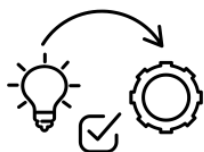
Know how to keep themselves safe whilst using technology and or/ the internet and minimise risks to themselves and others.



Use computational thinking and creativity to further understand our world.



Be digitally literate, active participants in a digital world and ready for their next stage of education.



IMPLEMENTATION - How do we achieve our aims?

As a school we deliver the requirements of the National Curriculum through half-termly units which is supported by the use of the Purple Mash Scheme of Work, in addition to further learning across the rest of the curriculum. Our Computing curriculum is broken down into three strands:



Computer Science - underlining the knowledge and skills relating to programming, coding, algorithms and computational thinking.



Information Technology - underlining the knowledge and skills relating to communication, multimedia and data representation and handling.



Digital Literacy - underlines the knowledge and skills relating to online safety and technology uses.



IMPACT - How will we know when we have achieved our aims?

Our Computing curriculum is high quality, well considered and is planned to demonstrate progression and build on and embed current skills. We focus on progression of knowledge and skills in the different computational components and as in other subjects, vocabulary progression also forms part of the units of work.

We know our Computing curriculum is effective when:

Children have widened their computing understanding across the three strands of the Computing curriculum and are ready for their next stage of Computing education.

Children talk confidently about their learning in Computing using appropriate technical vocabulary.

Children understanding how Computing impacts on daily life and the wider world, and applies their learning across the wider curriculum.

Children understand how to use technology safely, responsibly and respectfully, understanding the impact of their digital footprint.



PROGRESSION - How does learning progress throughout the school?

Our whole school curriculum begins in the Early Years Foundation Stage and Computing is no different. In the EYFS, we follow guidelines set out in the Technology section of the Understanding the World criteria of the EYFS Framework. As pupils move into Key Stage 1 and 2, we use Purple Mash to support our Computing Curriculum which provides us with a knowledge and skills based progression map to follow. Computing is broken down into weekly units, usually with two taught per half-term. Repetition of a unit does not mean that children are repeating an activity, they are simply building on established knowledge and skills whilst embedding previous concepts. Units are practical and engaging which allow computing sessions to be hands on. Units cover a broad range of computing components such as coding, spreadsheets, the internet, email, databases, communication networks, touch typing, animation and online safety. Computing sessions are planned to support learning across the wider curriculum also.