

## Computing - Intent, Implementation and Impact

Intent	Implementation	Impact
<p>At Maryport Church of England Primary School we want pupils to be MASTERS of technology and not slaves to it. Technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators not consumers and our broad curriculum encompassing computer science, information technology and digital literacy reflects this. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology (especially social media) to model positive use. We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. Children will be exposed to different strands of E-safety across their school year. These will be developed in further detail as they move through school.</p> <p>We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists.</p> <p>We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.</p>	<p>Computing lessons have weekly timetabled slots where classes have the access to the ICT suite. Children also have access to 1:2 iPads and 1:1 iPads in upper Ks2 to support them with their learning both in computing lessons and as cross curricular tools.</p> <p>Our progressive curriculum builds on previous learning from prior years and deepens the learners understanding of the three strands of computing - information technology, computer science and digital literacy.</p> <p>Staff use a range of digital resources and apps within their computing lessons and to support their cross curricular subjects.</p> <p>We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well being.</p>	<p>We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well being.</p>

