

Curriculum Intent

At Southwold Primary and Nursery School, we are passionate that our children will leave us as effective digital learners.

Our aim is that each child will develop the skills to access technology as a tool for learning and contribute positively to the ever-changing digital world.

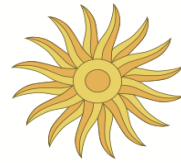
We want our children to be safe and good digital citizens in society, so these skills are woven into our daily lives at Southwold, becoming habitual.

Through computing, children will learn to be critical thinkers, problem solvers and computational thinkers. These skills can then be communicated and transferred into all aspects of their life. Being an inclusive school, we encourage all children to develop their own curiosity and challenge themselves in all their learning.

Curriculum Impact

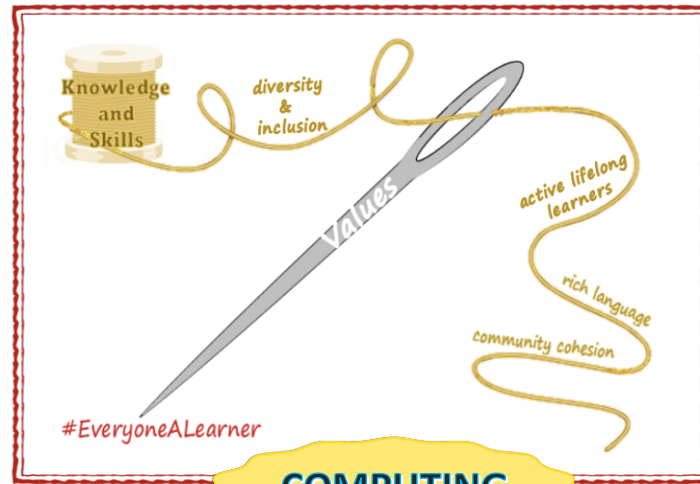
By the end of KS2, Southwold children will be able to:

- understand and apply the fundamental principles of computer science, including logic, algorithms, data representation, and communication.
 - analyse problems in computational terms and have repeated practical experience of writing computer programs in order to solve such problems.
 - evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
 - be responsible, competent, confident, and creative users of information and communication technology.
- Continuous assessment for learning takes place through observations, pupil conferencing and verbal feedback. Teachers use thought showers at the beginning of a topic to inform future lessons, ensuring children are supported and challenged appropriately and at the end of each topic; concept cartoons/ examples of children's work are added to our school 'floor book' to ensure progression.



#EveryoneALearner Southwold Primary & Nursery School

'Be all you can be and together we will shine.'



COMPUTING



Designed by Engtree

Levels of abstraction for programming:

Task

Design

Code

Running the code

The 6 Principles of Teaching and Learning:

Challenge

Explanation

Modelling

Practice

Questioning

Feedback

Curriculum Implementation

At Southwold, we follow the Computing National Curriculum aims through our own broad, balanced, and progressive curriculum which reflects our termly enquiry-based question where possible. Each session is adapted to suit the needs of our children so that they are engaged, challenged, and continually building on their previous understanding.

From EYFS through to Y6, we cover the three key strands in Computing: **Computer Science**, **Information Technology & Digital Literacy**. Along with eight Online Safety topics, based on 'Education for a Connected World' - Project Evolve framework.



To ensure our children are good digital citizens, online safety is taught regularly and is part of our everyday lives at Southwold. We constantly use SMART Rules and our school values, including the 4Rs (Respect, Responsibility, Reasoning & Resilience). We provide multiple reporting routes like the CEOP reporting tool via our website, as well as Childline, for our older children.

During computing activities, we provide a range of investigations, key questions, and scenarios to motivate and encourage active learning throughout, relating them to everyday situations.

We embed key vocabulary throughout lessons using verbal repetition, actions, and sentence stems.

Visitors near and far are invited to speak to parents and pupils about topics related to our curriculum and we take part in national online safety assemblies, competitions, events, and clubs to broaden our horizon on relevant topics.