Computing at St Augustine's Catholic Primary School

"The computer was born to solve problems that did not exist before."
— Bill Gates

Intent

The study of computing prepares pupils to participate in the rapidly changing digital world in which we work. At St Augustine's we strive to equip all children with the skills and knowledge they need to use technology safely and creatively through problem solving and collaboration. We develop pupils' skills to: explore, analyse, problem solve, exchange and present information as part of their discrete computing lessons and throughout the curriculum. We believe that all children should be given opportunities to engage in a broad computing curriculum that ensures they are responsible, competent, confident and creative users of information and communication technology equipping them with skills to live life to the full in our everchanging digital world.

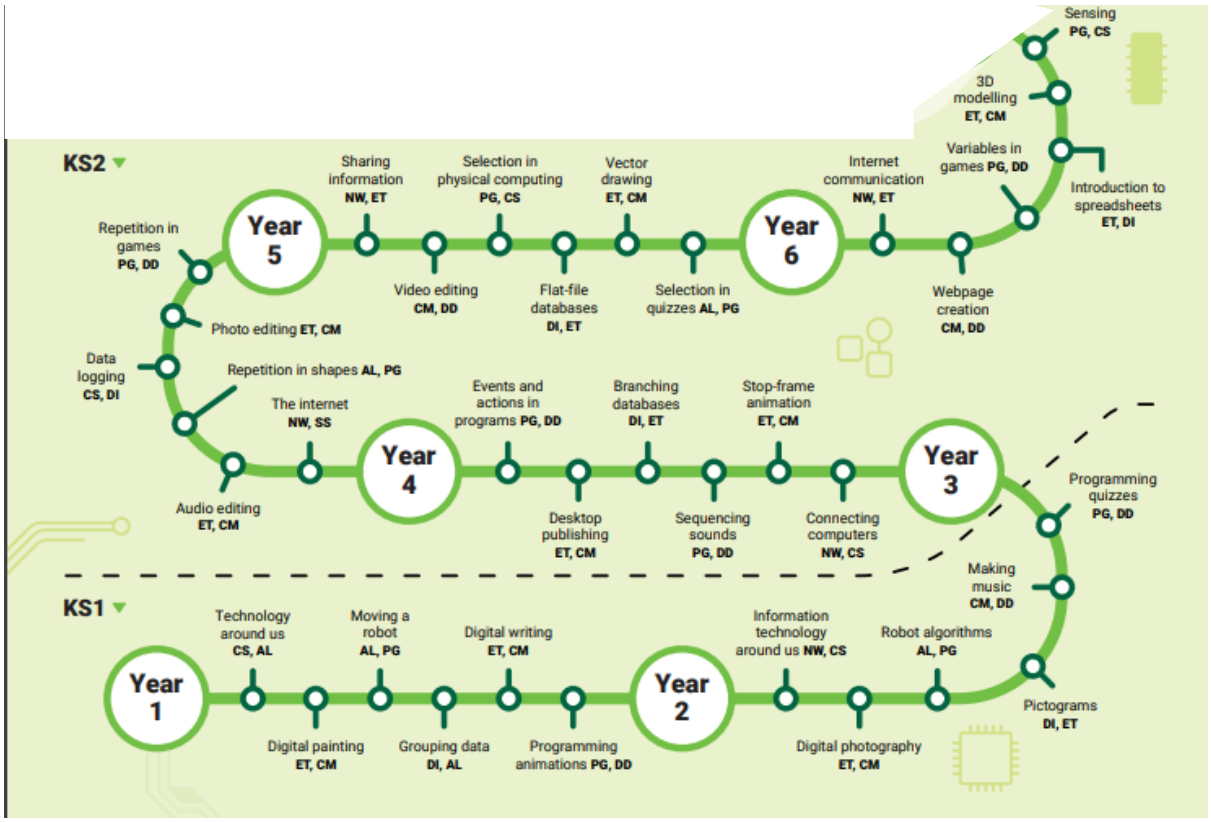
In facilitating children's understanding of computer science, we promote digital literacy and independent learning, with pupils being able to make informed judgements about when and where to use computing to best effect, and to consider its implications for home and work both now and at a level suitable for the future workplace and as active participants in a digital world. At St Augustine's School we acknowledge that computing and e-learning makes a huge contribution to all aspects of school life, for pupils, staff, governors, parents and the wider community, in this fast-moving technological world.

Our overall aim is to produce learners who are confident and effective users of ICT.
In addition, we aim

- To enable children to become independent users of ICT, gaining confidence and enjoyment from their ICT activities
- To provide a rich curriculum which provides opportunities to develop ICT capability across subjects and areas of learning
- To equip all children with the skills and knowledge they need to use technology safely and creatively through problem solving and collaboration to support them in learning now and in their future lives.
- To use ICT as a tool to support teaching, learning and management across the curriculum
- To develop a whole school approach to ICT ensuring continuity and progression in all strands of the ICT National Curriculum and the Technology aspect within the Revised Early Years Foundation Stage Framework
- To embrace the ever growing changes to working practices and be open to emerging technologies.

Implementation

In 2021 we began following the National Centre for Computing Education schemes of work, which consolidates learning of each year and progresses learning though years 1 to 6.



In EYFS children are introduced to technology in some basic form: the interactive white board enables children to explore art programmes, letter formation and maths activities; they have access to games and toys which have sensors in showing basic foundations to the understanding of inputs in programming; and are aware of media through the use iPads in taking pictures.

Years 1 to 6 follow a clear and comprehensive scheme of work from the National Centre for Computing Education. Each year's work builds on the previous learning objectives, so that children revisit and reinforce learning while progressing and developing their understanding.

In both Key stage 1 and 2 learning is centred on four main units in live with National Curriculum;

- Computing systems and networks
- creating media
- data and information
- programming.

While an emphasis on being safe online is taught throughout the year across the curriculum.

Teachers subject knowledge is strengthened with training offered from the NCCE which builds their understanding and confidence and results in a staff feeling more equipped to encourage, engage, support and challenge pupils in computing.

Impact

When pupils leave our school, they will have the knowledge and understanding of both digital literacy and computing science. Our pupils have firm foundations to explore, analyse, problem solve, present information and communicate both efficiently and safely, ready to continue their journey into Key Stage 3. They will understand how to be responsible and safe digital citizens and understand the impact their computing skills will have in their future.