Computing - Intent, Implementation and Impact

At St Matthew's we believe that the basic principle of an effective curriculum is that learning makes a change to long term memory. The intent is that our Computing curriculum facilitates the delivery of this basic principle. In order to do so a strategic approach, based on pedagogical research, must be in place.

Intent

Our Computing curriculum is broad and ambitious. It is built upon the National Curriculum coupled with defined development of cultural capital "the knowledge that children need to be effective citizens". Where possible we expose the children to experiences they are unlikely to encounter in other parts of their lives. To achieve this, we have a comprehensive and deep knowledge of our families and community that enables us to strategically plan life enrichment. Our Computing curriculum is well planned and sequenced, it contains the right knowledge in the right order, providing pupils with the building blocks of what they need to know and be able to do to succeed in Computing.

Disciplinary Knowledge refers to the knowledge of how to perform a specific skill or task, it is automatic. Examples of disciplinary knowledge in Computing are:

● Programming
● Coding and Debugging
● Animation
● Office
● Communication
● Digital Safety

Substantive Knowledge involves "knowing that". Recalling information from substantive memory involves some degree of conscious effort – information is consciously brought to mind. It is the who, what, where, when and why of learning.

Examples in Computing are:
● What is an algorithm?
● What is programming?
● How do we stay safe online?

"Be blessed by God, be happy and aspire to be…"

Implementation

How we implement our broad and ambitious Computing curriculum. From Reception to Year 6, all children experience the Computing curriculum.

The timetabling of Computing looks like this:
- In Nursery, through continuous provision.
- In Reception, 1 hour is taught by Junior Jam, every Tuesday.
- In KS1, 1 hour is taught by Junior Jam, every Wednesday.
- In KS2, 1 hour is taught by Junior Jam, every Tuesday.

In Computing we assess children's substantive and disciplinary knowledge half termly. In Computing, Junior Jam assesses the children's understanding at the end of each topic (half term) and sends a report through to the school via the Junior Jam website. This is a summative report, however during the lessons Junior Jam will use formative assessments to quickly assess the children's learning.

Impact

To measure the impact of the Computing curriculum at St Matthew's we use qualitative and quantitative information.

What we measure:
- Pupils' disciplinary and substantive knowledge across the curriculum.

How we measure:
- Reviewing and evaluating the work pupils produce.
- Pupil voice via pupil conferencing
- Observation of teaching and learning
- Reviewing progress from the beginning of a unit and at the end of a unit.

Why we measure:
- To identify strengths in our Computing curriculum delivery and set goals for improvement.

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