Computing Curriculum Statement

Intent

At St Anne’s RC Primary School, we aim to give children a broad and varied experience of Computing. We believe it is important to provide our children with the skills to enable them to know and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.

We aim to provide opportunities for our children to analyse problems in computational terms and have the experience of writing computer programs in order to solve such problems.

At St Anne’s we are continuously developing responsible, competent, confident and creative users of information and communication technology. We aim to challenge our children by giving them opportunities to solve problems by evaluating and applying skills in information technology, including using some technologies that may be new or unfamiliar to them.

We aim to facilitate a learning environment where our children feel safe and confident enough to challenge themselves and take chances when using technology to enhance all their learning and helping them to progress across the curriculum.

We aim to develop children who are confident in all areas of the Computing Curriculum; Information Technology, Computer Science, Digital Literacy and Online Safety.

We aim to build high levels of competence in the subject specific skills of:

* Computer Science
* Information Technology
* Digital Literacy and Online Safety

Implementation

The knowledge and skills of Computer Science and Information Technology are taught in units over the course of the year. The units where appropriate have cross –curricular links to make the learning purposeful but at times some units cover knowledge and skills that do not link directly to a topic.

The Computing Curriculum of the 2014 National Curriculum framework is delivered in two ways.

Digital Literacy and Online Safety is taught every half term using the Rising Stars Online Safety Scheme of work for Key Stages 1 & 2.

The knowledge and skills for Computer Science and Information Technology are taught through the units of work developed by Ed Tech Hub. The units provide coverage of all areas of the Computing National Curriculum with opportunities to revisit objectives in subsequent years.

Pupil’s progress of all areas of the subject is assessed against the school’s age-related expectations for ICT and Computing. Evidence to support these judgements will be saved in appropriate files in Student: T drive and in class Seesaw accounts, under appropriate file headings. This will also help to support the discreet teaching of file management; an important skill for today’s digital world. A range of work may be saved by pupils and teachers alike, this could take the form of: final piece documents that have been word processed such as; fact files, reports digital art work, photos, reflections and links to (or QR codes) to videos and pictures. The teachers will assess the outcomes each half term.

It is important that class teachers should continually monitor and evaluate the quality of coverage of the ARE in Computing to ensure that the quality of the provision is at its best and to inform areas of learning that require strengthening in order to improve the quality of provision and to optimise pupil progress.

Impact

Computing feeds into many other areas of the curriculum. Some of the skills and knowledge gained are particularly relevant to Science, Maths and PSHE.

Children will:

* Learn critical thinking skills through evaluation of existing products.
* Develop the creative, presentational, practical and technical expertise to participate in an increasingly technological world.
* Design, build and make high-quality products that can be used in the real world.
* Develop their problem-solving skills through real-world design problems.

By the time our children reach the end of Year 6 they will have good foundations of computing, having had the experience of working with a range of devices using different software for word processing and presenting. They will have experienced programming with a range of languages; Lego, Scratch and Crumble. They will be competent computational thinkers and problem solvers. They will be alert users of the internet and know how to stay safe online.

We have supported their learning origins and have provided them with possibilities for their future.

