



COMPUTING

Intent

At The Blessed Sacrament Catholic Primary School, we aim to deliver a high quality Computing education that enables our children to use computational thinking and creativity to understand the world around them. Computing has strong links to Maths, Science and Design Technology and therefore is part of our STEM faculty within school. The core of Computing is computer science, in which our children are taught key principles and how to put them to use. Computing also ensures that our children become digitally literate at a level suitable for the future workplace and as active participants in a digital world.

Implementation

Our teachers have access to the Teach Computing curriculum created by the National Centre for Computing Education to support and guide their planning. Computing is taught as both a discrete subject and in a cross-curricular way when appropriate. Classes have access to a timetabled slot in the ICT Suite, class sets of laptops, iPads programmable toys and coding kits to help them access the Computing curriculum. The Computing subject leader monitors the resources required to deliver the curriculum on a regular basis.

Impact

At The Blessed Sacrament Catholic Primary School, we constantly assess children's work in Computing by making formative judgements during each lesson. On completion of a piece of work, children save their work to a dedicated folder on the school network or on their own Office 365 account. Entries are also made in the class floorbook during the course of a topic. The Computing subject leader collects a portfolio of evidence for reference and moderation throughout the year. Summative judgements are made in relation to year group expectations on a termly basis which are then analysed by the Computing subject leader.

Curriculum Coverage

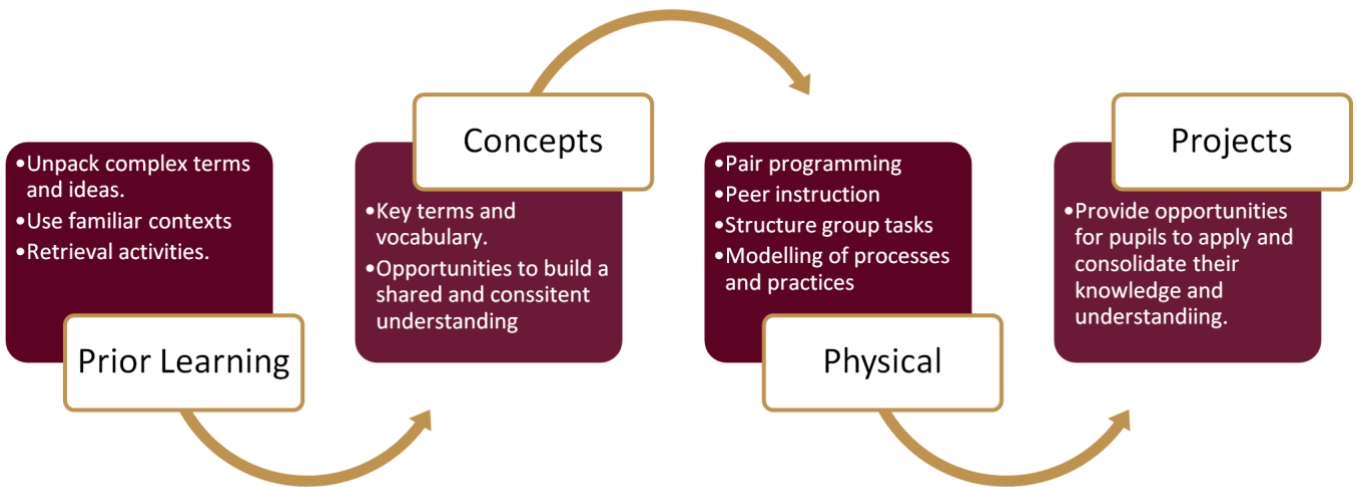
1	Technology around Us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
2	I.T. Around Us	Digital Photography	Robot Algorithms	Pictograms	Making Music	Programming Quizzes
3	Connecting Computers	Stop-Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions
4	The Internet	Audio Production	Repetition in Shapes	Datalogging	Photo Editing	Repetition in Games
5	Sharing Information	Video Production	Selection in Physical Computing	Flat File Databases	Vector Drawing	Selection in Quizzes
6	Internet Communication	Webpage Creation	Variables in Games	Spreadsheets	3D Modelling	Sensing

This Year's Focus

1. Ensure that teachers are confident in their delivery of the Computing curriculum.
2. New assessment grading implemented and consistency achieved through year group moderation.
3. Identification of groups of children that require further support or intervention in order to achieve.

EXPECTATIONS

Learning Model



Working Wall

- Current unit Knowledge Organiser.
- Unit specific and any ongoing vocabulary.
- Screen shots from any programmes or apps being used.

Books

- Knowledge organisers in floorbook
- Mixture of child and adult entries into floorbook
- Use of floorbook when recapping previous learning.

Display



Examples of work

Y1 Digital Writing

Y2 making Music

Y3 Sequencing Sounds

Y4 Audio Editing

Y5 Databases

Y3 3D Modelling

Assessment

- Retrieval practice activities.
- Low stakes quizzes.
- Ongoing teacher assessment during lessons.
- Termly assessment judgements made on Arbor.