



Our Computing Curriculum

Curriculum Intent

At Wootton Waven C of E Primary School, we understand that we need to provide pupils with the skills and knowledge they need for the future. As opportunities in technology-based companies increase, it becomes ever more important that the children are fully computer literate when they leave school. Computers are now part of everyday life and for most of us, technology is essential to our lives, at home and at work. 'Computational thinking' is a skill that children must be taught if they are to be ready for the workplace and able to participate effectively in this 'digital world'. Our computing curriculum has been developed to equip pupils with the foundation skills, knowledge and understanding of computing they will need for the rest of their lives. Through our programme of study for computing, they learn how computers and computer systems work, design and build programs, develop their ideas using technology and create a range of content. Our aim is to not have computer skills replaced by using ICT as a tool to aid other subjects – the skills are vital and we want to ensure they are delivered purposefully. The three main aspects of our computing curriculum are Computer science (CS), Information Technology (IT) and Digital Literacy (DL).

As well as the benefits of ICT we are aware of the risks, therefore we also prepare our children to stay safe online through our Computing Curriculum.

The lockdowns and isolation periods imposed on us by Covid have changed the face of computing. Staff and pupils have had to acquire new skills as part of our Blended Learning approach and the computing divide has widened due to the inconsistency in pupils' access to technology at home. It is our challenge to narrow this gap.

Curriculum Implementation

We follow the Purple Mash Computing Scheme mixed age scheme of work across the school. Knowledge and skills are mapped out across each topic and year group to ensure systematic progression and have been cross-referenced against the National Curriculum.

Computing skills are taught and practised in weekly lessons and link to our thematic curriculum where appropriate. Pupils are given the opportunity to use their computational skills in other areas of the curriculum such as English, History and Science.

We have a computing suite and one class sets of iPads to ensure that all year groups have the opportunity to use a range of devices and programs. Links with secondary schools have provided opportunities for pupils to access activities such as the Raspberry Pi workshops. STEM grants have provided a robotics workshop and a Drones day.

Curriculum Impact

By the end of Year 6 we aim for our children to be digitally literate. They will be equipped with the skills and knowledge to use technology effectively and safely. We want our children to understand the consequences of using the Internet and that they are also aware of how to keep themselves safe online.

Assessment

Each lesson has clear objectives and outcomes for the pupils, in terms of knowledge and understanding, and skills acquisition. The scheme also suggests a range of ways in which the teacher can assess whether a pupil has achieved these outcomes. Progress is recorded on our online tracking system, Insight.

Pupils' progress in Computing is reported to parents at consultation evenings held twice a year and through an annual report.

Monitoring

The Computing Subject Leader monitors the quality and impact of our computing curriculum through targeted learning walks, book scrutinies and pupil conferencing.