LONG WHATTON C OF E PRIMARY | Live, Learn, Grow and Be Thankful

Computing

Intent

What is happening before the planning?
What are the aims?
What needs to happen before the children learn?
How are we supporting children to become successful?

The aim of our school Computing curriculum at Long Whatton is to provide the children with a modern, creative curriculum which equips them to participate in a rapidly changing world where daily life is transformed by technology.

- We want our children to find, analyse and present information in a safe and responsible manner.
- We want the children to be safe users of information technology, where E-safety is our priority.
- E-safety is a vital part of our curriculum, ensuring each child has an understanding of procedures they can follow to be as safe as possible when using technology.
- We will use the three aspects of our computing curriculum; Computer science, Information Technology and digital literacy to enable children to become confident, creative and independent users of technology by 'thinking for themselves.'
- It is our intention to make sure our computing curriculum is inclusive to all children at Long Whatton.
- By the time our children leave Long Whatton School we want them all to 'fly high', to be digitally literate and be able to make positive choices when using technology.

Implementation

How is it going to be delivered?
How is it going to be taught, assessed and feedback given?
What are the long term learning goals?

At Long Whatton we implement a two year rolling programme which builds upon prior knowledge and skills based on the national curriculum.

- Computing is taught in project blocks every half term for every class in the school.
- Assessment of their computing knowledge and skills is informed by observing children at work, giving children independent tasks and by looking at children's work saved on devices.
- All children are thoroughly taught E-safety at the start of the year and during E-safety day.
- A range of software is used to develop children's programming skills including scratch, expresso and python.
- Children access a range of technology including Chromebooks, IPADs and robots to ensure the coverage of the curriculum.
- We use the teach computing programme of study to ensure coverage of the national curriculum.
- We use barefoot to teach E-safety and it is also covered as part of our PSHE curriculum.
- Cross curricular links are made through research word processing and presenting lessons, music technology and creative outlets linked to learning projects studied.

Impact

What knowledge and skills do pupils gain throughout?
How are they achieving the goals?
How does their knowledge gained compare to expectations?

By the end of their primary education at Long Whatton our children will be able to communicate confidently and talk about how to use technology creatively, safely and proficiently to become independent learners.

- Their skills and knowledge will grow progressively as they move through the school to enable them to meet the National Curriculum requirements and be ready for the ever changing World.
- They will be proficient users of technology who are able to work both independently and collaboratively with both computing hardware and software.
- Our children will have the confidence to have a go, make mistakes but learn from them to become - 'I can do it' - independent learners.