

Ellwood Community Primary School

Believe, Achieve, Belong



Computing

As computer experts we browse safely, code and create to present our ideas digitally.

Purpose of study

“A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.” Department for Education 2013

Intent

At Ellwood Community Primary School, we want to model and educate our pupils on how to use technology positively, responsibly and safely.

We want our pupils to be creators not consumers and our broad curriculum encompassing computer science, information technology and digital literacy reflects this.

We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology (especially social media) to model positive use.

We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education.

Building our knowledge in this subject will allow pupils to effectively demonstrate their learning through creative use of technology.

Our knowledge rich curriculum has to be balanced with the opportunity

	<p>for pupils to apply their knowledge creatively which will in turn help our pupils become skillful computer scientists. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.</p>
<p>Implementation</p>	<p>Planning We have developed our Computing Curriculum covering the National Curriculum objectives and using Kapow to enhance teaching and learning.</p> <p>As a school we believe that a strong subject knowledge is vital for staff to be able to deliver a high effective and robust computing curriculum. Therefore, we have chosen to use Kapow as our Computing scheme. Following allows staff to develop their own subject knowledge as each units of lessons include teacher videos to support our ongoing CPD. Further CPD opportunities can also be accessed within the scheme.</p> <p>Using Kapow allows pupils to meet the end of Key Stage Attainment targets outlined in the National Curriculum and the aims align with those in the National Curriculum.</p> <p>Our Computing Curriculum has been carefully mapped out over a one year overview. Teachers ensure planning is differentiated for each year group using our skills and knowledge overview. Teachers are clear with the unit of work they are teaching for each term and strive to offer weekly computing lessons. Our curriculum has been designed so ensure all children are taught 'Online Safety' in the Autumn Term and online safety guidelines are refereed to throughout the year to ensure children have a clear understanding of how to keep safe online.</p> <p>Our curriculum ensures children access a broad and balanced coverages of the National Curriculum requirements and our 'Skills showcase' units provide pupils with the opportunity to learn and apply transferable skills.</p> <p>Teaching and Learning Our lessons incorporate a range of teaching strategies from independent tasks, parried and group work as well as unplugged and digital activities. This variety means that lessons are engaging and appeal to those with a variety of learning styles. Differentiated guidance is available for every lesson to ensure that lessons can be accessed by all pupils and opportunities to stretch pupils' learning are available when required.</p> <p>The computing lead shares the magazine 'DITTO' every half term, to ensure all staff and parents are informed with the ongoing changes in the digital world.</p> <p>As a school we are passionate in creating links with highly trained professionals, we have developed links with a local Secondary School, Gloucestershire Police and local events such as 'In The Net' to support our Computing Curriculum.</p> <p>Assessment • Ongoing assessment during lessons and from tasks completed informs planning for lessons, coverage recorded on skills and knowledge overview and pupil's progress on Insight Tracker</p>

	<ul style="list-style-type: none">• Monitoring of teaching and learning by subject lead will include monitoring planning, book looks and lesson observations to ensure appropriate coverage of curriculum and differentiation is in place.
Impact	<p>We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW.</p> <p>We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and wellbeing. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this.</p>