Winthorpe Primary School

Computing

Intent

At Winthorpe Primary School we aim to:

- Teach Computing in a way that ensures progression of skills and follows a sequence to build on previous learning.
- Allow children to gain experience and skills of a wide range of technology in a way that will enhance their learning opportunities, enabling them to use technology across a range of subjects to be creative and solve problems.
- Develop **hardworking** children who are **ambitious** with their use of different tools to express their understanding and by Upper Key Stage 2, children will have the independence and **confidence** to choose the best tool to fulfil the task and challenge set by teachers.
- Model and educate our pupils on how to use technology positively, **responsibly**, and safely.
- Allow pupils to **understand** that there is always a choice with using technology and as a school we utilise technology to model positive use.
- Teach children to use technology **responsibly** and carefully, being mindful of how their behaviour, words and actions can affect others.
- Recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils.

Computing skills are a major factor in enabling children to be **confident, curious** and independent learners and it is our intention that children have every opportunity available to allow them to achieve this. Our knowledge rich curriculum is balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists.

Implementation

Our computing curriculum provides coverage in line with the National Curriculum. Teaching and learning should facilitate progression across all Key Stages within the strands of Digital Literacy, Information Technology and Computer Science.

We follow a comprehensive progression document to best embed and cover every element of the computing curriculum. The knowledge and skills statements build year on year to deepen and challenge our learners.

Computer Science	Information Technology	Digital Literacy
Computational Thinking	Word Processing/Typing	Self-Image and Identity
Programming	Data Handling	Online Relationships
Computer Networks	Presentations, Web design and eBook	Online Bullying
	Animation	Managing Online Information
	Video Creation	Health, Wellbeing and Lifestyle
	Photography and Digital Art	Privacy and Security
	Augmented Reality and Virtual Reality	Copyright and Ownership
	Sound	

How we implement computing at Winthorpe:

- Access to resources which aid in the acquisition of skills and knowledge.
- Access to the hardware (computers, tablets, programmable equipment) and software that they need to develop knowledge and skills of digital systems and their applications.
- A clear and effective scheme of work that provides coverage in line with the National Curriculum.
- Children have the opportunity to explore and respond to key issues such as digital communication, cyber-bullying, online safety, security, plagiarism, and social media.
- Wider Curriculum links and opportunities for the safe use of digital systems are considered in wider curriculum planning.

Impact

At Winthorpe we want learners to discuss, reflect and appreciate the impact computing has on their learning, development, and well-being.

Finding the right balance with technology is key to an effective education and a healthy lifestyle. 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. Teachers assess children's development by making on-going observations and also through questioning and discussions during lessons.

The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. The children use a variety of different ways to do this and evidence of what the children have learnt and produced is shared on our class Twitter pages.

Teacher Assessments are recorded every term (3x a year), where the children's progress in Computing is tracked and monitored in order to fill gaps in the children's learning. In addition, Parents' Evenings and end of year reports provide opportunities to share child specific attainment with parents/carers.

By the end of KS2, our aim is for:

- Children to have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving.
- Children to be able to apply the British values when using digital systems.
- Children to show imagination and creativity in their use of ICT in different aspects of their learning and life beyond school.