LEADER:

E.Chapman



INTENT

"Tell me and I forget. Teach me and I remember. Involve me and I learn."

— Benjamin Franklin

We believe that computing is an essential skill which should be an integral part of all learning. We aim to develop confident users of Office software (e.g. Microsoft Word), creative thinkers and independent problem solvers. We aim to wide range of fundamental skills, knowledge and understanding that will actually equip them for the rest of their life by applying computing to other areas of the curriculum such as: maths, science and DT.

We aim for every child to be responsible and safe online so that they can confidently explore and become inspired by the modern world that they live in and help build upon their technological curiosity. Experimenting with video, sound, photography and games will allow children to develop a love for technology and become far more innovative.

Furthermore, through computing we aim to create digitally literate pupils who will have the vital skills to enable them to have the skills to progress in their future.

CONTENT

The National Curriculum is the core of our planning. Our high-quality computing education provides the opportunity for pupils to think creatively.

An integral part of the computing curriculum is ensuring that pupils can use technology safely.

Computing starts in Early Years, where pupils are learning to follow rules, explore how things work, develop their fine motor skills and show confidence and independence as they access different tools.

In Key Stage One, pupils are taught about algorithms, they learn to create and debug programs, predict behaviour and create organise and store content.

In Key Stage Two, computing is further developed and children are taught to design, write and debug programs. They are able to use logical reasoning to explain how algorithms work and have a growing understanding of the world wide web.

PEDAGOGY CULTURAL CAPITAL VOCABULARY By the end of primary In line with Rosenshein's Principle of Instruction, each Pupils will develop an school, pupils are confident computing lesson starts with a recap on prior understanding and and clear communicators who knowledge, through the use of questioning. accurate use are able to articulate their computing vocabulary New learning is then shared in small steps. This is also views and opinions, in a range which has been modelled to pupils and questions are used to clarify of specified the situations, thus enabling them understanding and identify misconceptions. Once the vocabulary progression teacher feels confident with the pupils understanding. become responsible to map. citizens who enhance the they will have the opportunity to apply their knowledge to an activity (usually on Purple Mash). Pupils will use these to community they live in. articulate and describe methods At the end of each lesson, knowledge and skills will be processes. assessed in preparation for the next lesson and concepts.

RETENTION	ASSESSMENT	SMSVC
To support pupils, recall of	Pupils are assessed	There are many challenges faced in computing
information, we start every	each lesson through	lessons. As a result, children are taught to
lesson with a recap from the	work produced,	develop perseverance, resilience and teamwork
previous lesson. This is called	conversations with	to ensure that they can succeed.
the 'Learning Line'.	pupils and knowledge	
	displayed.	As well as computing being used to develop
As pupils are preparing their		pupils' character, it also support pupils moral
equipment, questions are 'fired'	Assessments also take	understanding as they learn how to behave
and pupils try to respond.	place against the	appropriately when accessing the internet.
	learning objective at the	
The teacher then uses this	end of each half term.	Furthermore, the skills developed will support
knowledge to decipher the next		our children as they progress through school to
steps.		use the taught skills to enrol in Vocation of their
		choice