A voyage of discovery – We are sailing to success together… Computing

INTENT

AIMS

At our school we want pupils to be MASTERS of technology and not slaves to it. Technology is everywhere and will play a pivotal part in students' lives. Therefore, 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 to model positive use. We recognise that the best prevention for many issues we currently see with technology/social media is through education. We 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. Our knowledge rich curriculum is balanced and provides children with the opportunity to apply their knowledge creatively, which will in turn help our pupils' become skilful computer scientists. We encourage staff to try to embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools that best express their understanding, and for them to have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

IMPLEMENTATION

APPROACH: Holistic, physical , well-being, healthy lifestyle, intellectual, personal, social, emotional, spiritual, moral and cultural

Computer Science	Information Technology	Digital Literacy
Computational Thinking	Word Processing/Typing	Self Image and Identity
Programming	Data Handling	Online Relationships
Computer Networks	Presentations and eBook	Online Reputation
	Animation	Online Bullying
	Video creation	Managing Online Information
	Photography and Digital Art	Health, wellbeing and Lifestyle
	Sound	Privacy and Security

We feel the majority of computing should be embedded across the curriculum. Although a timetabled Computing session is sometimes used, we hope this approach will allow for flexibility; using technology to demonstrate learning in other subjects. When used, a timetabled computing session should focus on one of two elements: An Explicit Computer Science lesson or A Tinkering Session. The computer science part of the computing curriculum will often, but not always, need a more explicit approach. That is not to say it can't be embedded across the curriculum. A tinkering session looks at introducing a new app or tool and giving children opportunity to experiment and familiarise themselves with the different elements and tools before it can be applied in a more focused approach across the curriculum.

IMPACT

CHILDREN MAKE EXPECTED OR GREATER THAN EXPECTED PROGRESS

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. 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 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. The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil's knowledge and skills digitally through tools like 2 Simple-Evidence Me and PurpleMash and observing learning regularly. Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes.