

Computing

Intent – what we provide within our Computing curriculum

At Huntington Community Primary School, we strive to ensure pupils are aware of both the risks and benefits of technology so that they can become responsible digital citizens.

We recognise that we live in a digital society and have designed a Computing curriculum that aims to provide children with opportunities to locate, investigate, analyse, share and present digital information with increasing confidence. We provide our pupils with the skills they need to consider and use this information in an efficient manner.

We endeavour to provide a robust Computing curriculum that engages and inspires all learners as we recognise that education plays a vital role in ensuring our next generation is able to make the right choices when they are using technology.

We want our pupils to evolve into creative computer scientists. At Huntington, our curriculum provides regular opportunities for everyone to develop, share and apply their technical knowledge in innovative ways. We hope to engage the potentially disengaged through the use of technology as well as using it to appeal to underachieving learners. By giving our pupils more choice about how they use technology, we aim to inspire each and every learner, whether they are logical thinkers or creative learners.

Across both Key Stage One and Key Stage Two, we embed Computing across the whole curriculum to ensure learning is purposeful, engaging and accessible. We prepare our pupils for high school by ensuring they are digitally literate by the time they finish Key Stage Two. By exposing our pupils to a range of technical tools and technology, we hope that they leave primary school with a solid foundation to grow into active participants in our digital world.

We use the NCCE Computing scheme of work to cover the three areas of the Computing National Curriculum: Digital literacy, Computer Science and Information Technology.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Creating Media Digital Painting	Data and Information Grouping Data	Creating Media Digital Writing	Computing Systems & Networks Technology Around Us	Programming A Moving a Robot	Programming B Introduction to Animation
Year 2	Creating Media Making Music	Computing Systems and Networks IT Around Us	Data and Information Pictograms	Creating Media Digital Photography	Programming A Robot Algorithms	Programming B An Introduction to Quizzes
Year 3	Computer Systems and Networks Connecting Computers	Programming A Sequence in Music	Programming B Events and Actions	Data and Information Branching Databases	Creating Media Animation	Creating Media Desktop Publishing
Year 4	Creating Media Photo Editing	Creating Media Audio Editing	Programming A Repetition in Shapes	Programming B Repetition in Games	Data and Information Data Logging	Computing Systems and Networks The Internet
Year 5	Computing Systems and Networks Sharing Information	Creating Media Vector Drawing	Data and Information Flat-file Databases	Programming A Selection in Physical Computing	Programming B Selection in Quizzes	Creating Media Video Editing
Year 6	Programming A Variables in Games	Creating Media Webpage Creation	Data and Information Spreadsheets	Project Evolve focus (SATs)	Creating media 3D Modelling	Programming B Sensing

Online Safety

We follow ProjectEVOLVE to deliver online safety education to our pupils. Elements of online safety are also covered within our Teach Computing curriculum and our PSHE lessons.

In addition, in the Spring and Summer term, the whole school has an online safety focus for one day, when each class completes online safety tasks (including Safer Internet Day). We also take part in Anti-Bullying Week, during which online bullying is addressed.

Parents are informed when issues relating to online safety arise and further information/support is provided if required.

Implementation - *how we will deliver our Computing curriculum*

Computing is taught in units throughout the year which ensures we provide a progressive and comprehensive scheme of work in line with the National Curriculum.

In addition to our Computer Room, each class has a set of LearnPad tablets and access to Chromebooks. We also use Google Classroom within our lessons and to provide homework to our pupils.



All classrooms benefit from a visualiser and an interactive panel, which is used to display explanatory presentations provided within the Teach Computing scheme.

Pupils' work is saved in a variety of locations, but principally on the school server and within Google Classroom.

Assessment in Computing involves the following teacher activity:

- Provide opportunities for the children to review and revisit their understanding
- Use the NCCE 'I can' statements to inform their teacher judgements and track individual's progress (using Insight)
- Use this information to review and adapt the teaching and learning accordingly

Teaching staff are provided with opportunities to develop their subject expertise through access to training, most recently provided by STEM Learning staff.

Whilst Computing is taught discretely, the use of technology is encouraged to support learning across all curriculum areas.

Impact – *how we know our curriculum is effective*

The success of our Computing curriculum is assessed by both teachers and the Computing Lead in order to inform future adaptations of the schemes of work and help to ensure that progression is evident throughout school.

The Computing lead will:

- Conduct pupil voice sessions, ensuring children are actively contributing to our curriculum content
- Carry out staff audits to monitor staff confidence and satisfaction with our Computing curriculum
- Monitor work on digital platforms and within the class Computing book against each year groups' long-term plan
- Review annual progress data (recorded on our Insight tracker)

We aim that our pupils should:

- Be enthusiastic and confident in their approach towards Computing
- Present as competent and adaptable 'Computational Thinkers' who are able to use identified concepts and approaches in all of their learning
- Be able to identify the source of problems and work with perseverance to 'debug' them.
- Create and evaluate their own project work
- Have a secure understanding of the positive applications and specific risks (and benefits) associated with a broad range of digital technology
- Transition to secondary school with a keen interest in the continued learning of this subject