St. John's CE Primary School
Wetley Rocks

Computing
Intent, Implementation, Impact.

"Shine like the star you are."

"You are the light of the world. A town built on a hill cannot be hidden.
[15] *Neither do people light a lamp and put it under a bowl, instead they put it on its stand, and it gives light to everyone in the house. In the same way, let your light shine before others, that they may see your good deeds and glorify your Father in heaven."*
Matthew 5:14-16

Our Values

Strength: *have the strength to stand up for what is right. Be a courageous advocate.*
Hope: *to be people of hope. Have hope when times are dark and difficult. Keep positive and be resilient – there is light at the end of the tunnel.*
Individuality: *embrace and celebrate our differences. God made us all unique and this is a very special thing.*
Nuture: *cherish, care for, encourage and protect everything in God's world - including yourself.*
Excel: *fulfil your God given potential; be the best you can be. Shine like the star you are.*

Computing Intent.

Aim

At St John's Primary School all our curriculum subjects are linked to our school vision and values. We want to ensure that are children are prepared for the modern world and develop values that will help them be responsible citizens of the future. With this in mind, we have developed our computing curriculum to not only develop their computing skills, but educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to SHINE

The Computing Curriculum and St John's Values:

Strength: To know how to use technology positively, responsibly and safely. We want to give children the skills and confidence to identify unsafe online behaviour and actions. They need to stand up for what is right and report any actions that could or will lead to discrimination, bullying or harm to themselves or others. Pupils are taught to use, access and express oneself through digital technology, including a critical understanding of technology's impact on the individual and society, at a level suitable for the future workplace and as active participants in a digital world.

Hope: To have resilience not just within computing lessons but all timetabled lessons. To persevere to complete a task and to try all options to complete the work set. By providing the children with a high quality computing education, they will be able to apply their skills in a variety of subjects such as maths, science and D & T. The children will demonstrate resilience by continually practicing their skills and applying them in different areas of the curriculum.

Individuality: To demonstrate their own individual flair within the projects we set. The children can communicate their ideas and understanding using, where appropriate, different applications that are available in school. Their depth of understanding may also be demonstrated by the level of information they provide, the complexity of the task they complete or their ability to understand and develop the understanding of their peers.

Nurture: The education of pupils in E-Safety is essential so as to ensure children are equipped with the skills to recognise risks online, to be critically aware of the materials and content they access online, along with guidance on how to accurately validate information accessed via the internet. We want to develop children who know how to protect everyone in God's world.

Excel: At St John's Primary School, our computing curriculum is ambitious and engaging and provides the opportunity for all children, including disadvantaged pupils and those with SEND, to acquire the knowledge and skills to succeed and stay safe in a world that is becoming increasingly reliant on computer technology. To ensure all pupils excel, teaching and learning will facilitate progression across all key stages within the strands of digital literacy, information technology and computer science.

Implementation.

EYFS

In EYFS, our children develop computing skills through both adult focussed activities and within the daily continuous provision. Children have access to games and programmes on the Interactive Whiteboards, iPads for individual use of games and painting programmes, and we have a bank of programmable toys (bee-bots) for independent exploration into learning about coding. Staff also have access to computational thinking activities provided by Barefoot Computing. Adults staffing within our Continuous Provision will

show children how to use the resources effectively and encourage them to further increase their knowledge and skills. We also demonstrate how technology is used by encouraging the use of search engines to find out answers to their questions, to watch videos and play music.

KS1 and KS2

Every child benefits from a discrete, weekly computing lesson and teachers also provide opportunities for children to access technology in other areas of the curriculum. Our computing curriculum is based on the NCCE Computing units. This scheme is a coherently planned programme by the DfE which fully covers the requirements of the National Curriculum and is sequenced to allow children to build upon their computing knowledge as they progress through each year of school. The lesson plans created by the NCCE have been chosen because they offer fun, creative hands-on activities which challenge misconceptions and break the National Curriculum down into small steps. We find the NCCE scheme to be clear, systematic and easy to teach so it is ideal for all members of staff to follow. It has been designed for teachers from all backgrounds who want to improve their knowledge and teaching practice. The NCCE scheme has also been chosen because it has a clear structure, detailed planning and a well-thought-out journey through learning.

E-Safety is extremely important and we teach the children the E-Safety rules via regular timetabled slots using Project Evolve. At the start of every new school year, we refresh the SMART computing rules (KS2) and these are displayed in all classrooms. Within EYFS and KS1 the children have access to lessons using Smartie the Penguin and Digiduck. To educate the children further and ensure that they have secure strategies to protect themselves and others, we take part in Safer Internet Day.

Children will also learn about E Safety, peer pressure and how to take control of their choices through PHSE lessons provided via ENTRUST. The main unit is entitled: ME AND MY SAFETY. This is taught within Year 4, 5 and 6.

Impact

Children will be confident users of technology, able to use it to accomplish a wide variety of goals linked to information technology, computer science and digital literacy both at home and in school.

Children will 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 will know how to behave online, taking into account their digital footprint and how their actions can have impacts beyond their school or locality. The children will also have the opportunity to investigate and develop key ideas regarding current issues in school or society.

Pupils will learn to showcase, share, celebrate and publish their work to best show the impact of our curriculum.

Staff will look for evidence through reviewing pupil's knowledge and skills digitally through tools such as Seesaw and observing learning regularly. This will be cross referenced with our long term plan and progression of skills document.

Children will be able to apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems

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