Computing

Intent

At Stamford Park Primary School, we believe in preparing our pupils for the digital world; unlocking the potential that technology affords. Technology is changing the lives of everyone. Through teaching computing, we aim to equip our children to participate in a rapidly changing world where work and leisure activities are increasingly transformed by technology. It is our intention to enable children to find, explore, analyse, exchange and present information, intrinsically linked with all subject areas within the national curriculum. We also focus on developing the skills necessary for children to be able to use information in a discriminating and effective way.

Computing skills are a major factor in enabling children to be confident, creative, and independent learners and it is our intention that children have every opportunity available to allow them to achieve this.

Implementation

Our scheme of work for computing is taken from the 'Kapow Computing' curriculum and covers all aspects of the national curriculum. This scheme was chosen as it encourages the children to use several different programs. The knowledge/skills statements build year on year to deepen and challenge our learners.

The curriculum aims to equip young people with the knowledge, skills and understanding they need to thrive in the digital world of today and the future. The curriculum can be broken down into 3 strands: computer science, information technology and digital literacy, with the aims of the curriculum reflecting this distinction.

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

The national curriculum for computing aims to ensure all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms, and data representation (computer science)
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs to solve such problems (computer science)
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems (information technology)
- are responsible, competent, confident, and creative users of information and communication technology. (digital literacy)

Impact

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 wellbeing.

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. 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 One Drive/SharePoint Drive and Seesaw 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.