Calder Primary School

Computing

Intent

At Calder Primary School, we recognise that children are living within an increasingly technological world and aim to provide them with the key skills and knowledge to be confident in this area. We ensure that children are exposed to a progressive computing curriculum in which they can demonstrate an understanding of the skills, knowledge and vocabulary relevant to their age that additionally allows them to revisit and embed key skills and knowledge each year.

We aim to develop confident, independent learners who are able to plan, design, create, program and evaluate information through the use of ICT. As children leave primary school, we aim for children to transfer this knowledge and have the confidence to implement these skills in everyday situations.

As well as the benefits of ICT we are also aware of the risks, this is why we prepare our children to stay safe online through embedded e-safety and awareness days such as safer internet day as well as sessions for parents on e-safety and regular updates in parent newsletters.

Implementation

Key Stages 1 and 2 have a timetabled computing lesson each week: For Key Stage 1 this is in their classroom and for Key Stage 2 these are in the Calder High computer rooms with specialist teachers. Teachers follow the Rising Stars Switched On Computing programme and progression of skills documents from Years 1-6 to ensure learning is built upon in the key areas: Algorithms, Programming & Development, Data & Data Representation, Hardware & Processing, Communications & Networks and Information Technology. Learning is linked to other subject areas where meaningful for example topic lessons.

Within the Early Years, children are provided with early experiences of technology through having opportunities to handle and explore technology purposefully such as; BeeBots, iPads, cameras and the interactive whiteboard and having access to simple programmes on Chromebooks.

In Key Stage 1, children are beginning to develop their computing skills through using a range of technology such as Bee Bots programming, cameras, ipad apps and Chromebooks. Children develop their skills to navigate around a computer and begin to use a range of Microsoft programmes. In Key Stage 2, children build upon previous skills and apply these to a variety of different technology.

A variety of teaching approaches are used based on the teacher's judgement.

Computing teaching is inclusive for all pupils through differentiated tasks, additional support and planning for a variety of learning styles. Children showing extensive aptitude in Computing will be challenged in lessons and celebrated in weekly celebration assemblies which parents attend and an end of year curriculum assembly.

Impact

Our Computing curriculum is designed to ensure pupils move into Key Stage 3 with the skills and knowledge they need to be confident and independent ICT users. Our curriculum is high quality, well thought out and planned to demonstrate progression.
We measure the impact of our curriculum through the following methods:

- Assessing children's understanding of topic linked vocabulary before and after the unit is taught.
- Summative assessment of pupil discussions about their learning.
- Images and videos of the children's practical learning.
- Interviewing the pupils about their learning (pupil voice).
- Moderation staff meetings where pupil's books are scrutinised and there is the opportunity for a dialogue between teachers to understand their class's work.
- Annual reporting of standards across the curriculum and curriculum health checks.