St John's C of E VA First School

'Together we will give our children the roots to grow and the wings to fly'

SUBJECT CURRICULUM STATEMENT: COMPUTING

INTENT

At St John's we intend to enable our pupils to develop their digital literacy skills so they are ready for the next stage in their computing education. Through teaching computing, we aim to give opportunities for the children to create programs, systems and a range of content. We want to ensure that all children become digitally literate: so that they are able to use, and express themselves and develop their ideas through, information and communication technology, at a level suitable for the future workplace and as active participants in a digital world. Embedded within our computing curriculum are our core values of wisdom, respect, self-control, friendship and perseverance as we look to ensure pupils are able to live safely in an increasingly digital society and for them to understand the opportunities and possible dangers it can bring.

IMPLEMENTATION

Through the use of the National Centre for Computing Education's Teach Computing scheme, the children follow a clear and effective scheme of work that provides coverage and progression in line with the Computing National Curriculum. They will have access to a variety of hardware including laptops, tablets and programmable equipment (e.g. Beebots and micro:bits) and will use software to develop their knowledge and skills.

Explorative opportunities will occur in EYFS, facilitating the children's knowledge and skills to prepare them for KS1 learning. Opportunities in cross-curricular learning will occur to allow skills and knowledge gained in computing to be implemented in other curriculum areas. Extra-curricular coding club will offer the opportunities for pupils to further enhance their computing knowledge and give additional opportunities to apply their skills in different ways.

Half termly Collective Worships, followed by specific online safety lessons promoting active discussions will teach and emphasise the importance of keeping safe online. Displays within the learning environment will reinforce and support the teaching of online safety. Discussions and teaching in PSHE lessons will also ensure our children are prepared to be safe when online. Teachers will use their safeguarding training to identify any online safety learning opportunities that may arise.

IMPACT

- Children will be confident users of digital technology and will apply this in a variety of ways both in school and at home.
- Children will be able to identify dangers and limit risks in order to stay safe online.
- Children apply our core values of wisdom, respect, self-control, friendship and perseverance through their computing work.

CULTURAL CAPITAL

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate, able to use, and express themselves and develop their ideas through, information and communication technology, at a level suitable for their future education and on into the workplace and as active participants in a digital world.