



# Computing

## Intent

At Kingskerswell Church of England Primary School we believe that computational thinking is vital in helping children to solve problems, design systems, and understand the power and limits of human and machine intelligence. We believe it is a skill that empowers, and one that all pupils should be aware of and develop competence in. Pupils who can think computationally are better able to conceptualise, understand and use computer-based technology, and so are better prepared for today's world and future. We are driven to teach every child to become digitally literate and to fully understand the benefits and dangers of using the Internet and a range of computer software.

## Implementation

- We have created a comprehensive progression document (end of year expectations) for staff to follow to best embed and cover every element of the computing curriculum. The knowledge/skills statements build year on year to deepen and challenge our learners.
- Children will have access to the hardware (computers, tablets, programmable equipment and software) that they need to develop knowledge and skills of digital systems and their applications.
- Computer Science will be taught discretely, using the Discovery Education Coding package. This includes detailed planning and is progressive, building on the previous year's learning. Children are given the opportunity to continue practising these skills using websites, such as; Code.org and Scratch.
- The rest of the computing curriculum is threaded through the other curriculum subjects. Teachers have spent time making relevant links to the topics they are covering, making sure they have covered all aspects of the computing curriculum.
- Internet safety is taught using ProjectEVOLVE. Children's Internet Safety learning will focus specifically on eight different aspects of online education, which are taken from the Government's 'Education for a Connected World' document.
- Assessments are carried termly by the class teacher, using the end of year expectations document and Knowledge Organisers as a basis.

## Impact

- We encourage our children to enjoy and value the curriculum we deliver. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and wellbeing.
- 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 be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school.
- 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 Google Drive.