

St Swithun Wells Catholic Primary School

Computing Curriculum Statement

Intent of the Computing curriculum

Computing at St Swithun Wells Catholic School intends to develop our children to be confident critical thinkers through an ambitious and relevant education in computing. We want to equip pupils to use computational thinking and creativity that will enable them to become active participants in the digital world. It is important to us that the children understand how to use ever-changing technology effectively and safely as it will be key to their future.

Whilst ensuring they understand the advantages and disadvantages associated with online experiences, we want children to develop as respectful, responsible and confident users of technology, aware of measures that can be taken to keep themselves and others safe online.

Our aim is to provide a computing curriculum that is designed to balance acquiring a broad and deep knowledge alongside opportunities to apply skills in various digital contexts. Beyond teaching computer science, digital literacy and E-safety discreetly, we will give pupils the opportunity to apply and develop what they have learnt across wider learning in the curriculum.

Implementation of the Computing curriculum

- Our children begin their journey with technology in Early Years, with access to iPads and BeeBots, as well as some time spent on laptops to familiarise children with a desktop setup. Teachers facilitate children's curiosity with challenge and modelling how to use the equipment carefully and safely.
- In KS1 children continue their journey with the BeeBots and then Pro-Bots, using them more precisely. They learn how to programme a BeeBot to reach a destination and begin to be able to debug when something doesn't work out the way they imagined. They learn how to log on and off a computer using a username and password. They learn about online safety and what to do if they encounter something which makes them feel uncomfortable as well as what personal information is and why it is important we don't share it with someone on the internet.
- Coding then progresses from BeeBots onto a computer based programme Scratch or Scratch Junior where children learn how to programme a variety of sprites. In KS2, children continue this coding journey, not only making the sprites move, but interact with each other. As children progress up KS2 the coding becomes more complex and they are able to create basic games with code.
- Their digital literacy skills are combined with English, science, history and geography and work is word processed and presentations are created using PowerPoint.
- Children learn how to use the hardware we have in school including webcams, where they are taught how to take and manipulate pictures, showing them that what they view in the media isn't always accurate.
- The children are taught online safety explicitly throughout each school year through the TenTen programme and Education for a Digital World resources. This is reinforced with additional PHSCE and safeguarding activities and events regularly for example Internet Safety Day assemblies and activities. They learn how to keep themselves safe online and what to do if they come across something that makes them uncomfortable. KS2 are taught the importance of reporting something they experience happening to themselves or another person, linking to our Safeguarding Policy (Technologies section).
- Year 5 and 6 understand the importance of media balance and appreciate that as they get older, they are more responsible for their online presence and how often they access a variety of forms of media.

Impact

Within Computing we encourage a creative and collaborative environment in which pupils can learn to express and challenge themselves. The success of the curriculum itself will be assessed via the analysis of yearly progress data, conducting regular pupil voice sessions, lesson observations and skills audits. This will then inform future adaptations of the schemes of work and help to ensure that progression is evident throughout school.

In order to demonstrate that we have accomplished our aims, pupils at St Swithun Wells Catholic Primary School should:

- ✓ Be enthusiastic and confident in their approach towards Computing.
- ✓ Present as competent and adaptable 'Computational Thinkers' who are able to use identified concepts and approaches in all areas of their learning.
- ✓ Be able to identify the source of problems and work with perseverance to 'debug' them.
- ✓ Create and evaluate their own work.
- ✓ Have a secure understanding of the positive applications and specific risks associated with a broad range of digital technology and how to keep themselves and others safe.
- ✓ Transition to secondary school with a keen interest in the continued learning of this subject.