

COMPUTING



Being the best we can be; committed to making a difference
EXPERIMENT. REFINE. LEARN. REPEAT

INTENT - Purpose of Study

Children need to be able to navigate, engage with, use and innovate the digital landscape that is part of everyday life. They should not only feel confident with using devices and software products, but should also have a clear understanding of how these things work and be able to make informed and safe decisions about how and when they wish to engage with them. Our computing program aims to foster curiosity, empower children to be creators (not just consumers) and inspire innovation.

Implementation

Our planning is designed to provide a spiral development of understanding of skills and concepts as children progress through the school. Each session is designed to grab attention, support and empower children to succeed and provide opportunity for reflection and evaluation.

Children will be taught a range of skills, from basic computer use all the way through to programming and applying knowledge to create their own designs and solve problems. Due to the nature of this subject, work will be created, stored and assessed in a wide range of ways, including exercise books, digital videos/photographs, .stl 3D printed work and Google Classroom submissions of digital content.

Key vocabulary is important and given a high priority in computing lessons, the practical, interactive and creative nature of the work ensures learning is inspiring and memorable. Children are also able to access and refer back to previous learning via the Google Classroom.

Impact

Children will complete a Knowledge Organiser for all units of work and create a final project for most units of work that can be assessed to gain insight into the impact of their learning.

