



SHERRIER CE PRIMARY COMPUTING OVERVIEW



Intent

At Sherrier Primary School we aim to ensure that all of our pupils have access to a computing curriculum so that they have opportunities to gain knowledge and develop skills that will equip them for an ever-changing digital world. We believe the knowledge, skills and understanding taught through our curriculum will empower our pupils to become more computer literate.

Each child is taught the core computing principles of:

- Programming
- Algorithms
- Creating Programs
- Reasoning
- Using Technology
- Uses of IT beyond school
- Safe use

As they progress from Foundation, through KS1 and onto KS2, children will become increasingly confident in the application of their digital skills, becoming increasingly efficient and effective communicators, collaborators and analysts, showing imagination and creativity in their use of ICT in different aspects of their learning and life beyond school.

Implementation

Discrete computing lessons in our Computing suite, and through the use of laptops and iPads, ensure that the pupils are able to gain a more secure understanding of the knowledge and skills within our curriculum. At times, some aspects of computing lessons may be taught as 'unplugged' sessions in the classroom. In addition, when appropriate, computing may be used as a vehicle for the children to present their learning in other subject areas.

Computing lessons cover the National Curriculum areas; Digital Literacy, Information Technology and Computer Science through the five strands highlighted above.

Internet safety is a priority at Sherrier. Regular Internet safety lessons are delivered through our RSHE scheme Jigsaw. We also build on the content of the taught e-safety strand and are responsive to children's interests and parental concerns.

Staff are empowered to use the Computing planning document as a starting point for selecting suitable, matching resources for their classes. The activities that are generated/created as a result are used as an opportunity to make assessments about the key skills from each strand. These assessments are then tracked using the Evolve assessment system where the subject lead can monitor and evaluate outcomes in the subject. Further detail about what and when computing is taught in each year group can be found in the long-term curriculum plans.

Staff and children have access to a range of hardware and software to support them with teaching and learning in computing including; tablets, PC's, laptops and programmable robots.

Impact

By the time the children at Sherrier leave our school they should have developed:

- Competency and skills to stay safe while using the internet
- A strong understanding of how technology works
- Skills to express themselves and be creative using digital media.
- Be equipped to apply their skills in computing to different challenges.