Glen Hills Primary School

Computing

Statement of Intent

Intent

At our school we want pupils to be masters of technology and not slaves to it. Technology is everywhere and will play a pivotal part in students' lives, Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators not consumers and our broad curriculum encompassing computer science, information technology and digital literacy reflects this. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology to model positive use. We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding. Our aim is by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

Implementation

At Glen Hills we recognise the engagement computing can bring to subjects as a result the Computing curriculum is embedded throughout our curriculum, with classes having access to our 40 iPads and 40 Chromebooks which enable children to use computing skills across the wider curriculum. We have access to a number of learning platforms which aid this such as: Purple Mash and Mymaths. Each year group also has a timetabled computing session in our ICT suite allowing for explicit computing teaching.

We teach Computer Science using block based coding programmes such as Scratch; encouraging logical thinking, perseverance and creativity.

The Information Technology elements of our curriculum are taught using programs that have applications outside of school and into the children's futures. We begin by using simplified versions of web browsers; desktop publishing software and email services before progressing on to mainstream versions including web publishing.

The teaching of Digital Literacy is taught explicitly through our e-safety scheme of work and also discreetly through our wider PSHE curriculum and our Routes to Resilience work. Our e-

safety scheme of work (Project Evolve) follows the Education for a Connected World objectives.

We use resources and planning from a variety of sources. Our EYFS and KS1 curriculum mainly uses Purple Mash which allows children access within a controlled online environment and features simplified child-friendly software. Our KS2 curriculum uses the Teach Computing Scheme of Work with some units of Purple Mash used to suit the needs of our school. The planning is in line with the National Curriculum. This is used to aid teaching staff in their subject knowledge. Lessons are taught by class teachers. Teach Computing is a spiral curriculum which focuses on the areas: Computing Systems and Networks, Creating Media, Data and Information and Programming. Therefore, different skills are recapped throughout and across the years, each time they are being built upon; allowing children to know more and remember more. Children are given the opportunity to practise skills in a variety of ways and each lesson builds upon the previous skills, allowing them time to embed it.

Each year the school dedicates a week to celebrating Safer Internet Day. Events like these help to embed our e-safety curriculum further.

We offer an extra-curricular activities in Computing with the school offering a lunchtime Code Club where children can hone their creativity and programming skills using Scratch.

Assessments are based on teacher assessments and are recorded on Otrack against the SAS Computing document. Pupils are also given time to reflect on their learning and take part in self, peer and group feedback within the lesson.

Impact

We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well being. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this. 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 and observing learning regularly. Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes.