Osbournby Primary School –COMPUTING Curriculum Statement

INTENT
The purpose of our computing curriculum is… • To offer a broad and balanced curriculum which will allow pupils to become digitally literate so that they can be active participants in a digital world. • To promote safe and respectful use technology.
IMPLEMENTATION
• The scheme of work at Osbournby covers the National Curriculum programs of study & is categorised into 3 main strands: Computer Science (algorithms, programming, debugging), Information Technology (using IT purposefully- create, organise, store, manipulate & retrieve) and Digital Literacy (e-safety) . These strands are taught using Purple Mash, a variety of other resources, apps and programs. The e-safety element of this curriculum is complemented by our PSHE curriculum. • The teaching sequence ensures that the components of knowledge of taught and that there is the opportunity to deepen their understanding and practise what they know and apply it. Children are encouraged to reflect on their prior learning and recognise how this contributes to new learning. • In our EYFS, learning is planned to expose children to the role of technology in our lives through play and adult initiated learning. They use simple programs to improve skills and reinforce reading and maths. • Investment in purchasing and upgrading technology ensure that there are sufficient resources to allow all pupils to access ipads and laptops regularly for both computing lessons and cross curricular work. • Knowledge and skills taught in the computing curriculum are transferred into other subjects where appropriate, and links made. • Pupils are taught concepts in relatable ways and this may mean the first step for new learning is practical in nature and may not use any technology. These concepts can then be developed using concrete and abstract activities using websites and apps (these are identified in our scheme of work). • Pupils are taught vocabulary specific to the computing curriculum (identified in our scheme). • Technology is used across the school to support learning in the broadest sense. In particular, the use of apps and programs such as Spelling Shed, Times Tables Rockstars and Acellerated Reader are used to teach and practise reading and maths skills, and as part of targeted intervention. • The computing curriculum is taught both in discrete lessons and where there are cross curricular opportunities. • Skills are developed over time through practice to gain fluency
IMPACT
• The key concepts of *coding*, *design* and *e-safety* help us to measure the impact of our curriculum: **CODING** -I use logical thinking to create & debug algorithms and programs. **DESIGN** - I use information and communication technology to express myself and present my ideas. **E-SAFETY** - I use technology responsibly and know how to stay safe online. • Monitoring and evaluation of teaching and learning of computing will be carried out through our curriculum review cycle. Once completed it is shared with the whole staff and the governing body. • Children will leave school confident using a variety of forms of technology and use computing skills across subjects.