



Coleman Primary School

Computing Curriculum Statement

Intent

The Computing curriculum at Coleman feeds into many of our school's core values, attributes, and drivers. Through the Computing curriculum we aim to empower our children to become technically competent and resourceful, meeting our Technologically Able driver, as well as our Life-long Learning driver through allowing them to rise to the challenges of life and be prepared for the future. The computing curriculum offers the children many opportunities to develop their creativity and resilience, which are two of our five key attributes as well as including many examples which model our ethos that 'mistakes are learning opportunities'.

As a part of the curriculum, taught through the units of study both integrally and in discrete sessions, we focus on internet safety, which contributes to the Health and Wellbeing driver and will allow children to engage safely with technology both now and in the future.

Implementation

Our Computing curriculum is provided through the Switched on Computing scheme which allows children to access to a range of engaging software from reception to Year 6. Through providing our children with a variety of high-quality hardware, software and unplugged resources, we will equip them with the necessary skills, strategies and knowledge to use technology imaginatively, creatively and efficiently. Where appropriate, the Computing curriculum provides meaningful links with other subject areas.

The Computing curriculum is delivered in a single year plan, with each year group following a progression that builds upon previous years. Lessons are inclusive for all and provide opportunities for learners to identify their achievements as well as failures, to see this as a 'first attempt as every champion was a beginner first'. This school philosophy further embeds and motivates the children to find debugging strategies for solving problems.

The Switched on Computing scheme provides excellent support to teachers to deliver fun and engaging lessons. We benefit from having a bank of Chromebooks for every year group in KS2 and iPads for KS1, which allows us to have a clear and consistent routines in delivering our Computing lessons. There are opportunities that promote engagement through using Micro bits, google slides and downloadable apps.

Through our home/school links and social media channels, parents are kept up to date with relevant online safety policies and agreements. Pupils, staff and parents have a copy of the Acceptable Use Agreement.

Impact

Children's progress in Computing is monitored both through continuous assessment for learning opportunities and also summative assessments at the end of each topic of work. The computing leads carry out planning scrutinies and pupil interviews to monitor the understanding and progression throughout the subject. Children's understanding of and confidence in Computing is developing and improving over time. In addition to this, the Computing leads meet regularly with subject leads from local schools in our Development Group to share good practice and ensure the consistency of our provision with that of other schools.