ISP Curriculum Statement

Subject: Computing

Subject Lead: Miss. J. Wright

INTENT	
At Ireleth St Peter's, computing provision enables children to become independent learners by exposing them to a rich curriculum that introduces relevant skills, knowledge and concepts relating to Computing. Computing is an integral part of day to day life for us all, it will play a pivotal part in our pupil's lives. We intend to enable children to find, explore, analyse, exchange and present information and to also educate them on how to use technology positively, responsibly and safely. We find that early exposure for all pupils in school helps develop their skills from an early age and provides future generations with the necessary skills for adult life and employment within the ever-changing technological environment we live in. Although the programmes we teach now will not be those for the future, we work hard in preparing our children for the unknown digital world. Computing skills are a major factor in enabling children to be confident, creative and independent learners and it is our intention that children have every opportunity available to allow them to achieve this.	
Teaching of knowledge and skills **See whole school progression maps for curriculum content*	Ireleth St Peter's pupils will be taught how to use a range of computer software, including spreadsheets, databases, email systems, word processing, multimedia presentations, app development, control programming and coding. Computing lessons focus on collaboration and creativity by providing extended periods of time to work independently and with others to solve problems and develop the knowledge and skills required to be computational thinkers. Each year, children use their previous knowledge to build a toolkit of skills and knowledge which is developed every year. In turn this enables excellent progression year on year through the Computing curriculum. For example children in Reception will learn the basics of touch typing on a keyboard and by the end of Year 6 all children will be confident with typing and using Word Processor tools.
Application of knowledge and skills	Ireleth St Peter's pupils are taught through discrete weekly sessions, as well as this knowledge and the skills being used to support their learning in other curriculum subjects. Previously learned skills are returned to, so they can be built upon regularly across the computing curriculum.

Vocabulary	Ireleth St Peter's pupils will understand and use appropriate topic vocabulary, including that associated with programming, e.g. algorithm, debug, input, output, and variable. As well as those linked to other topic areas e.g. database, graphics, hack, hardware, enter, email.
IMPLEMENTATION	
Curriculum approach	**Stimuli – resources, trips and visitors**
Pupils engage with weekly discrete lessons, which are taught with different focus topic area each half term. Pupils are supported and stretched through the topic area's which build upon previously learnt knowledge and skills. Skills established in computing lessons are used throughout the curriculum to support and enhance the learning.	Pupils at Ireleth are incredibly fortunate to benefit from a wide selection of hardware including laptops, iPad and tablets. The software used is modern and relevant and are usually accessible for pupils to use at home to develop extracurricular engagement.
Local Context	**Questioning**
Pupils are taught using relevant links to the local area and the wider world and the technologies which the skills within the unit can be applied to. Using STEM kits borrowed from BAE systems, allowed pupils to use their previous knowledge on programming to question and build on this, whilst also learning some background information on the things BAE offer to our local area.	Questions woven through the planning for the units of work allow pupils to think deeply and logically about their work at hand. Pupils working towards the learning expectation are supported through careful questioning and peer support.
Sharing work	**SMSC**
Pupils work in computing is saved in a shared drive to allow it to be shared with pupils, teachers and parents. Work is printed to create displays or displayed in curriculum folders. Computing work is shown in assemblies during Worker of the Month, as well as designated prepared resources for these assemblies.	Computing topics discuss the moral dilemmas the internet can present and how to try and solve them. Pupils return to this aspect of right and wrong choices through online safety which is woven through the curriculum. They promote the social side of collaboration and the creativity this brings. Cultural aspects are discussed through artwork and online communities.
IMPACT	
Pupil voice	
Talking to pupils throughout the school shows how pupils enjoy the units of work. They take pride in problem solving to ensure their product works correctly. When asked, pupils can explain how to stay safe online and what to do when they see something that makes them feel unsafe. Children also enjoy having the choice to use technology and previous skills to produce a final piece of work in other subject areas.	
Evidence of Knowledge and skills	

Pupils understand where their knowledge fits into the outside world and why it is important to learn about computing and the technology surrounding this. Pupils are able to articulate themselves using acquired vocabulary from the computing unit modules. Children also understand the roles they can have in future employment from learning the basics of the Computing curriculum and how this can be developed.
Breadth and Depth
Pupils are confident in explaining their thoughts and feelings about their work and are reflective about their working process.