

Vision for Computing

Intent

Our computing curriculum aims to provide children with the essential knowledge and skills needed to access a range of applications which are used for presenting information to serve a variety of purposes. We work hard to foster an inquisitive and resilient attitude towards computing where children are encouraged to navigate computer systems independently and have an understanding of the importance of E-Safety.

Implementation

Exciting and engaging 'hooks' are used as a stimulus for lessons to inspire children's computing.

Teachers consistently remind children about the e-safety aspects that exist when using a 'connected device'.

A range of programs are studied throughout each year group to ensure breadth of learning.

Children are given the opportunity to apply their skills in a cross curricular way.

Planning is well differentiated to ensure inclusivity, high expectations and challenge.

Children are encouraged to use what they have learned to independently use ICT safely at home.

Classrooms are encouraged to display any digital tasks that the children have produced and that there are opportunities to share success in Star of The Week assemblies.

Impact

Planning - Is there coverage of programs and applications? Does the planning include an exciting 'hook' or stimulus for each unit of work/lesson? Is it suitable for the range of children in the class? Is there a clear sequence and progression of learning for each unit of work/lesson?

Monitoring - Are teachers aware of the ability range existing in their class?

Pupil voice - Do children enjoy computing? Are they excited by lessons? Do they have a passion for computing? Are they learning new skills all the time? Do they feel they have the opportunity to use these skills and build on them?

CPD - Are staff confident in their subject knowledge? Do we provide opportunities for staff to share good practise and ask for support? Are staff given feedback opportunities to develop their teaching? Are we keeping staff updated with any necessary information regarding the computing action plan?

Environment - Are classroom displays and working walls purposeful? Are they age appropriate? Do they use correct grammatical vocabulary? Do they support the children? Do the children use the displays and working walls? Are there displays of children's writing up in classrooms?

Equipment - Are the children using a range of computing hardware that reflects the progression in the real world? Do KS1 & KS2 utilise the schools existing equipment? Is the variety of equipment available, suitable for the different ages throughout the school? Is there any software that would advance the children's learning?

Data - Do children leave Lane Green with the computing ability necessary to progress?