

Computing Vision Statement

What are we trying to achieve (intent) in Computing?

Through the teaching of computing, we aim to inspire our children to develop their computing skills so they become digitally literate. It will enable them to express themselves and develop their ideas in a way that will equip them for as future participants in a digital world.

Computing at Purlwell offers a broad coverage of the three curriculum areas-

- Computer science
- Information technology
- Digital literacy

These strands have been broken down into a yearly overview to ensure coverage throughout cycle A and B. The units follow the purple mash scheme of work and have been adapted where necessary, allowing staff to teach computing in a consistent and engaging way.

Throughout school, we aim to keep our pupils safe online. We provide them with the knowledge and skills to do so by promoting safe messages throughout the curriculum. We recognise that as a school, we have a responsibility to prepare the pupils for their future by improving their knowledge and understanding of how imperative technology is as an aid to learning and the real world beyond school. As computing is an increasing part of life today, it is essential that all pupils gain the knowledge and skills, confidence, resilience and ability to prepare themselves for the challenge of a rapidly developing and changing technological world.

How is the subject taught?

We meet national curriculum expectations for computing through our scheme of work. This scheme has been broken down into three core strands: digital literacy, information technology and computer science. A yearly overview breaks up these strands across all three terms to ensure coverage. Medium term plans map out these units in detail. This enables staff to teach computing in an imaginative, engaging and creative way. Each KS1 class has a computing lesson once a week which follows a detailed medium-term plan. All children have access to an iPad and each child has their own username and password to access purple mash. Throughout the curriculum, computing vocabulary is developed. This progresses from hands on play opportunities during early years to focussed lessons in years 1 and 2. Digital leaders (two from each KS1 class) promote computing throughout school whilst assisting their class teacher and supporting other children in lessons. Digital leaders also manage equipment, promote correct digital behaviour and share online safety knowledge and advice. In the Foundation Stage, Computing comes under the curriculum area of 'Understanding the World,' and children explore Beebots, Code-a-Pillars and many more resources that allow them to become familiar with a range of technologies.

Impact

Learning in computing is enjoyed across the school. Teachers have high expectations ensuring children are able to recall digital and technological vocabulary and demonstrate application of skills. Purple mash has been shown to be a very effective tool to starts children's computing journey. It allows access to all areas of the curriculum whilst developing the skills and knowledge of using an iPad. We know our computing curriculum is successful, when our children are confident using a range of programs and can complete simple coding tasks. Children see the digital world as part of their world, extending beyond school, and understand that they have choices to make. Children are aware of how to be

positive role models within the online world whilst using the internet safely and responsibly.

SMSC / PSHE / British Values

Cultural;

- Celebrating and respecting diversity in local, national and global communities.

Moral;

- Develop an understanding of right and wrong and the consequences of their behaviour and actions.

Social;

- The pupils develop and demonstrate skills and attitudes that will allow them to participate fully in and contribute positively to life in modern Britain.
- Willingness to participate in a variety of communities and social settings,

Spiritual;

- Sense of enjoyment and fascination in learning about themselves, others and the world around them