



Subject On a Page

Vision:

“For every child to understand, create and innovate with digital technology in a way that is safe, effective and imaginative.”

Intent:

Digital technology is an integral part of everyday life and will play an immeasurable part in our pupils' futures. Computing allows learners the opportunity to explore the world, connect with others and access a wealth of knowledge with ease. It equips pupils to use computational thinking and creativity to understand and change the world. At Graiseley Primary, we aim to ensure that our children are fully equipped with the knowledge and skills that are needed to be the next generation of innovators; whilst also ensuring they understand how to stay safe and protect themselves online.

Implementation:

To ensure high standards of teaching and learning in Computing, we implement a curriculum that is progressive throughout the whole school. Our implementation of the Computing curriculum is in line with 2014 Primary National Curriculum requirements for KS1 and KS2 and the Foundation Stage Curriculum in England. This provides a broad framework and outlines the knowledge and skills taught in each key stage following the Teach Computing curriculum.

Computing begins in EYFS and four most relevant statements for computing are taken from the following areas of learning: Personal, Social and Emotional Development; Physical Development; Understanding the World; Expressive Arts and Design. Children have access to iPads and interactive whiteboards which help with their developing of their small motor skills so that they can use a range of tools competently, safely and confidently alongside many other skills.

Within Key Stage One and Key Stage Two, Computing is taught weekly each half term. Our Computing progression model is broken down into five strands that make up the Computing curriculum: Online Safety; Technology in our Lives; Data Handling; Programming; Multimedia. This gives children a chance to build on prior learning and develop their skills and knowledge as they progress up through the school. Lessons have been well mapped out so that children are given the opportunity to use both iPad apps and laptops online software throughout the year.

Key Computing concepts explored and mastered overtime at Graiseley Primary:

- Online Safety
- Technology In Our Lives
- Data Handling
- Programming
- Multimedia

Impact:

Our Computing Curriculum is high quality, well thought out and is planned to demonstrate progression and build on and embed current skills. Children become increasingly proficient on school equipment and have good, transferable knowledge and understanding of online safety which is transferred into their own lives.

With a wide range of apps and software such as Excel, Scratch, IMovie etc. being used by the children, this enables them to have a broad base of transferable knowledge which can be used on other similar platforms.