

Curriculum Statement of Intent

Teaching and learning of: Computing

INTENT	At Thorpe Primary School, we aim to prepare our learners for their futures by enabling them to gain knowledge, develop skills and stay safe using technology through rich and varied opportunities that will in turn equip them for the constantly changing digital world. Both at home and in employment a knowledge and understanding of computers and computing is of increasing importance. Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in understanding technology and using it responsibly and safely. These skills are revisited, consolidated, and built upon through a varied range of interesting units while children are at Thorpe Primary School, and this ensures their learning is embedded and skills are successfully developed. We also strive to ensure that Computing also supports children's creativity and cross curricular learning to engage children and enrich their experiences in school.			
	Vocabulary	Keeping Safe and Up to Date	Resources	Partnership
Underpinned by	Pupils will be exposed to, and become confident in the use of, computing vocabulary. Computing vocabulary is explicitly shared, clarified and modelled within each unit. Pupils are then actively encouraged to use the vocabulary accurately at all times.	Regular lessons (half termly), assemblies (termly) and parental sessions (termly) help to ensure that staff, children and parents know how to keep children and themselves safe online. Computing, online safety and GDPR procedures are communicated with all staff and online safety sessions are offered for parents across the school.	We further support the development of computing skills through the free supply of devices to children in Years 5 and 6. In addition, we consolidate learning using a variety of online learning tools such as TTRockstars, NumBots and LetterJoin.	We work in genuine partnership with families by using technology to bridge the divide between parents and the school. By using of the 'Seesaw' platform we enable parents to both take part in and celebrate their children's learning on a day-to-day basis.

IMPLEMENTATION	Curriculum	Online Safety	SEND
	Our whole curriculum is shaped by our school aims that all our pupils should be offered opportunities to develop into successful learners and achieve their full potential through high quality purposeful teaching of an engaging curriculum. Through the use of the Rising Stars 'Computing' and 'Internet Safety' schemes we ensure that skills and knowledge are built upon year by year that maximise learning for all children. Additional opportunities to impart knowledge will be	Online safety is taught at the start of each half -term using the Rising Stars scheme. The dangers are outlined in age-appropriate ways through role-play and scenarios and the ways to ensure they stay safe are discussed and made clear. Parents are offered termly the opportunity to attend Internet Safety sessions where the dangers are made clear, and their responsibilities are outlined. More importantly they are supported to be able to find the information and resources they need in order to keep	The Computing curriculum is adapted to meet the needs and styles of all learners. Teachers' knowledge of their children and suggestions from the scheme ensure all children are able to make progress through the use of a variety of teaching and learning strategies.

	taken through regular Internet Safety assemblies and Parental Internet Safety sessions.	their children safe.	
	To ensure a broad range of skills and understanding, Computing is taught across three main strands: digital literacy, computer science and information technology.		
	Information Technology	Digital Literacy	Computer Science
	As part of information technology, children learn to use, express themselves and develop their ideas through the use of computers/devices, for example writing and audio/video presentations.	Within digital literacy, children develop practical skills in the safe use of ICT, understanding safe use of the internet, networks and email.	In computer science we teach children to understand and apply the concepts of computer science such as logic, algorithms and data representation so they are able to solve problems through the practical experience of writing and debugging computer programs.

IMPACT	<p>Children will have developed their knowledge and skills in computing to help them complete tasks, solve problems and understand the world around them. They will also have gain knowledge of the on-going pace and progress in this rapidly changing field.</p> <p>Children's knowledge and skills will develop progressively with many aspects revisited and built upon in subsequent years as they move through the school. This spiral of knowledge and skills will enable them to both meet the requirements of the National Curriculum an inspire them to consider the use and computing solutions to problems.</p> <p>Children will be excited and enthused about sharing their learning with others.</p> <p>Most importantly children will have the knowledge and skills to ensure they remain safe when using technology.</p>		
	Pupil Voice	Evidence in knowledge and skills	Breadth and depth
	Pupils will be given opportunities to feedback on their experiences in Computing and Internet Safety through discussions and surveys.	Pupils can successfully evidence their learning in end-of-unit self-assessment activities and communicate their knowledge through the presentation of their work.	The curriculum builds year on year through a spiral of knowledge and skills. During all units, children are able to extend their skills and knowledge further through a range of activities intended to extend their knowledge further.
	Learning Walks and Staff Feedback		
	Evidence of teaching and learning will be gained through drop-ins to lessons and interviews with staff. Feedback of successful methods and strategies will be feedback to staff.		