

# Curriculum Statement of Intent

## Teaching and learning of: Computing



<b>INTENT</b>	<p>At Thorpe Primary Academy, 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.</p>			
	<b>Underpinned by</b>	<p><b>Vocabulary</b></p> <p>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 always use the vocabulary accurately.</p>	<p><b>Keeping Safe and Up to Date</b></p> <p>Regular lessons (half termly), assemblies (termly) and parental Sways (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.</p>	<p><b>Resources</b></p> <p>We further support the development of computing skills through the free supply of devices to children in Year 6. In addition, we consolidate learning using a variety of online learning tools such as TTRockstars, NumBots, Spelling Shed, Century and Seesaw.</p>

<b>IMPLEMENTATION</b>	<p><b>Curriculum</b></p> <p>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. Using the ‘Teach Computing’ curriculum. We also use the Evolve project for our internet safety scheme. 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 taken through Internet Safety assemblies and Parental Internet Safety sways sent out termly.</p>	<p><b>Online Safety</b></p> <p>Online safety is taught at the start of each half - term using the Evolve Project schemes. 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 sent termly a Sway 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 to keep their children safe.</p>	<p><b>SEND</b></p> <p>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 can make progress through the use of a variety of teaching and learning strategies.</p>
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To ensure a broad range of skills and understanding, Computing is taught across four key themes: Computer Systems and Networks, Data and Information, Programming, and Creating Media. With a spiral approach can be adopted to ensures skills and concepts progress from one year group to the next.	
<b>Computer Systems and Networks</b>	<b>Data and Information</b>
The Computer Systems and Networks strand is taught once a year, building progressively from one year group to the next, with subject specific knowledge introduced at age-appropriate points.	The Data and Information strand is again taught once a year, progressing in both skills and software. Key Stage 1 uses simplified age-appropriate software platforms, progressing to more industry focused software in upper Key Stage 2.
<b>Programming</b>	<b>Creating Media</b>
The Programming stand is taught twice a year, with the same concept revisited and covered in more depth. The following year incorporates the previous skills, whilst progressing onto a new concept.	The Creating Media strand hosts a wide range of different media types, and therefore different skills. To support progression, this can be best categorised into four different key areas: text, graphics (the use of pictures and text), photo and video, and audio. The spiral curriculum covers each of these four areas over a phase (KS1, LKS2 and UKS2), rather than in every year group, with links across these areas made where possible.

<b>IMPACT</b>	<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>		
	<b>Pupil Voice</b>	<b>Evidence in knowledge and skills</b>	<b>Breadth and depth</b>
	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. A one-page profile has been created for each unit taught where pupils can share their learning.	The curriculum builds year on year through a spiral of knowledge and skills. During all units, children can extend their skills and knowledge further through a range of activities intended to extend their knowledge further.
	<b>Learning Walks and Staff Feedback</b>	<b>Book Looks</b>	
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.	Evidence of teaching and learning will be gained through book looks		