



Elkesley Primary and Nursery School

Intent, Implementation, Impact

Computing

Intent:

Within an ever changing and technological world, we understand and value the importance of teaching Computing from a young age. We acknowledge that future generations will rely heavily on their computational confidence and digital skills in order to support their progress within their chosen career paths. We aim to:

- Seek to equip our children with key computational skills and knowledge that will prepare them for the next stage in their learning and provide them with the necessary foundations to be successful in adult life in the new digital world.
- Enable children to understand how to use the ever-changing technology to express themselves, as tools for learning and as a means to drive their generation forward into the future.
- Ensure that children understand the advantages and disadvantages associated with online experiences and develop into respectful, responsible and confident users of technology, aware of measures that can be taken to keep themselves and others safe online.
- Build a computing curriculum which develops learning and results in the acquisition of knowledge and skills so that all pupils know more and remember more and is designed to balance acquiring a broad and deep knowledge alongside opportunities to apply skills in various digital contexts.
- Enable every pupil to view themselves as Computer Scientists.
- Deliver all the requirements of the national curriculum in relation to computing.
- Make pupils aware of and apply transferable skills required when linked to other subjects, as well as other aspects of their life.
- Ensure all teaching includes opportunities to develop computing vocabulary.
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Implementation:

As part of the planning process, teachers plan the following:

- Using the Switched on Computing' Rising Stars curriculum, ensuring that pupils' skills in the three areas of computing (computer science, information technology and digital literacy), progress as they move through the school.
- Access to resources which aid in the acquisition of skills and knowledge; including the hardware (computers, tablets, programmable equipment) and software that they need to develop knowledge and skills of digital systems and their applications.

- Teach computing across the curriculum ensuring that skills taught in these lessons are applied in other subjects.
- Provide opportunities for children to develop their skills: mouse control, keyboard skills, saving and printing work, drawing pictures, writing and using the internet to carry out research - progressing to more complex skills such as data analysis and coding and programming.
- Develop a broad range of e-safety skills to ensure children will use technology safely and identify where to go for help and support when they have concerns.
- Online safety shown consistently through displays within the learning environment and school.
- Informing parents and carers when issues relating to online safety arise.
- Develop computer literacy
- Develop an understand how various machines work, knowing the names and functions of main components.

Impact:

- Children will make at least good progress in computing from their last point of statutory assessment and from their starting point in Reception.
- Children will use their computing knowledge and skills, in all curriculum areas, to enable them to know more, remember more and understand more; children will retain knowledge that is pertinent to applying computing with a real life context.
- All children view themselves as a computer scientists and use and apply skills to accomplish a wide variety of goals, both at home and in school.
- Children will have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving.
- Children will be able to apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems.