Seek, Believe and Achieve in COMPUTING

At Speen School we understand not only the immense value technology plays in the computing curriculum but in children's learning across the whole school curriculum, and the asset it will be in pupils' future lives.

We believe that technology can provide:

- enhanced collaborative learning opportunities;
- better engagement of pupils;
- easier access to rich content;
- support conceptual understanding of new concepts and
- can support the needs of all our pupils.

We aim to enable all children to achieve to their full potential. This includes children of all abilities, social and cultural backgrounds, those with disabilities, special needs and EAL speakers. We place particular emphasis on the flexibility technology brings to allowing pupils to access learning opportunities, particularly pupils with SEND.

INTENT

Knowledge and understanding of computing is of increasing importance for children's future both at home, the next stage in their education and for employment. Our computing curriculum is designed to inspire our pupils to become confident, creative and responsible users of technology.

From Little Apples to Year 2, our computing curriculum supports a curiosity for technology, enabling all children to develop and acquire a range of progressive knowledge, skills and rich vocabulary. Our use of Purple Mash has been designed to promote a broad experience and support all staff through the use of built-in and live CPD opportunities.

Internet Safety

Speen takes internet safety extremely seriously. We have an E- Safety Policy that provides guidance for teachers and children about how to use the internet safely. All children receive weekly e-safety lessons using Project Evolve where they cover the units: self-image and identity, online relationships, online reputation, online bullying, managing information online, health and wellbeing, privacy and security and copywrite and ownership. Our Computing and PSHE lessons in school enable children to learn the safe use of technology and the internet, allowing them to think about how they can keep themselves and others safe, being mindful of

how their behaviour, words and actions can affect others.

The curriculum also aligns to our wider school values through our curriculum drivers: caring, respect and responsibility.

IMPLEMENTATION

As a school, we have chosen to follow the Purple Mash Computing Scheme of Work. This supports our staff to deliver fun and engaging lessons which help to raise standards and allow pupils to achieve their full potential. The scheme of work meets the national vision for Computing. It provides flexibility and cross-curricular links. Pupils have access to Chrome books, i-pads and some digital resources like Bee-bots and remote-control resources. They use this equipment in computing lessons as well as utilising IT in other areas of the curriculum where appropriate. The online safety curriculum (ChildNet) is progressive from Early Years to the end of Year 2.

IMPACT

By the time pupils leave Speen CE School, they will be ready to continue their computing journey at Key Stage 2. They will be familiar with different programmes and digital resources and how these might be used to accomplish a wide variety of goals. This is important in a society where technologies and trends are rapidly evolving. Pupils will have developed skills to express themselves and be creative in using digital media and be equipped to apply their skills in Computing to other areas of life going forward.

Assessment
  ➢ Teachers keep records of pupil attainment by entering data using the 2Simple Computing Assessment Tool. This enables staff to track pupils' progress which informs future planning.
  ➢ Children are encouraged to self, peer and group assess work in a positive way.
  ➢ Formative assessment is undertaken during lessons with pupils encouraged to be involved in the process.
  ➢ Summative assessment is undertaken in line with the assessment cycle.

Skills map Computing
Early Years

Children in Reception are given the opportunity to explore technology in a child-led way. They develop a familiarity with equipment and vocabulary (see below) to support Key Stage 1 Computing.

Network and Internet	Using ICT	Making things happen
E-Safety • Children need to know what to do if they find something they are unsure of/made uncomfortable by • Smartie the Penguin Internet safety Teaching	• make marks using technology (paint programs) • Complete a simple programme	• Explore the environment using a range of equipment (IPad etc) • Recognise simple icons and buttons • Turn equipment on and off • Use a mouse pad
Problem solving and logical thinking	Creative content	Digital Literacy
• Use a simple programming tool- (Beebot) • Plan and test instructions	Create original content	Collect information (photographs, videos etc)