

Curriculum Overview High Ham Church of England Primary School

Curriculum Area: Computing

The name of the current curriculum lead is on the school website on the curriculum page.

Our curriculum approach to computing reflects our ethos statement:
'Discovering, learning, believing together'.

In particular, we are keen for pupils to discover their own passion for computing and technology.

Intent

For all children to learn, apply, experience and enjoy Computing and technology throughout their primary school years. To provide opportunities for children to explore a range of technology that will help to develop their awareness of technology in everyday lives and experience these technologies through a hands-on approach. To ensure that the teaching of Online Safety and Computing is discrete and cross-curricular. To provide opportunities for a range of programs to be used effectively and to support pupils' transition to secondary school. To equip children with ways to be aware of their own digital footprint in an every-changing era of technology.

Implementation

In KS1 and KS2, class teachers deliver units of lessons that have been chosen for each year group by the Computing Coordinator to ensure breadth and coverage. These lesson plans are provided by eLim and these have been developed with primary schools. Computing is embedded across the curriculum and all children have access to the technology across the school and technology to support their learning. Online safety forms part of everyday learning and parents are informed when issues relating to online safety arise and further support is provided if required.

Impact

Children enjoying and experiencing technology that they may not have access to in other areas of their lives. Children being able to use and apply technology to develop skills across programming, multimedia and online safety. Children gaining confidence in using a range of technologies and sharing their knowledge and understanding with parents and the wider community. Children choosing when to use technology to enhance their learning, understanding the technologies available to them and making decisions on what to use. Children use technology to access learning that they may not be able to without technology. Children having the opportunity to provide a student voice through creating policies and decision-making in our school's Digital Leaders club. Children become 'experts' with new technology or devices in order to train other children.

Planning

We take our objectives from Educater and subscribe to eLim for access to training hub sessions, as well as planning documents for each year group. The school website has links to our yearly overview planning which shows the computing coverage for each class. This has been separated into year groups: Reception, Year 1, Year 2, Year 3, Year 4, Year 5, Year 6. This helps us to plan and to ensure the lessons are increasing the depth of understanding and range of knowledge throughout the primary years.

Knowledge and skills progression through the school

At High Ham in KS1, Computing skills and knowledge will be developed through building on previous levels of understanding on Technology in Our Lives, Multimedia, Online Safety and Programming.

In KS1 this will involve pupils:

Problem solving

- Understand what algorithms are.
- Understand how algorithms are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

Programming:

- Create and debug simple programs.

Logical Thinking:

- Use logical reasoning to predict the behaviour of simple programs.

Online Safety:

- Use technology safely and respectfully.
- Keeping personal information private.
- Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Using IT beyond the school:

- Recognise common uses of information technology beyond school.

Creative Content:

- Use technology purposefully to organise, store and retrieve digital content.
- Use technology purposefully to create and manipulate digital content.

In KS2 knowledge and skills will be further developed to involve:

Problem solving

Year 3 and Year 4

- Design, write and debug programs that accomplish specific goals
- Controlling or simulating physical systems.
- Solve problems by decomposing them into smaller parts.

Year 5 and Year 6

- Design, write and debug programs that accomplish specific goals
- Controlling or simulating physical systems.
- Solve problems by decomposing them into smaller parts.

Programming

Year 3 and Year 4

- Use sequence, selection and repetition in programs; work with variables.
- Work with various forms of input and output.

Year 5 and Year 6

- Use sequence, selection and repetition in programs; work with variables.
- Work with various forms of input and output.

Logical Thinking

Year 3 and Year 4

- Use logical reasoning to explain how some simple algorithms work.
- Use logical reasoning to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet.
- Understand how networks can provide multiple services, such as the world wide web.

Year 5 and Year 6

- Use logical reasoning to explain how some simple algorithms work.
- Use logical reasoning to detect and correct errors in algorithms and programs.

- Understand computer networks including the internet.
- Understand how networks can provide multiple services, such as the world wide web.

Online Safety

Year 3 and Year 4

- Use technology safely, respectfully and responsibly.
- Recognise acceptable/unacceptable behaviour.
- Know a range of ways to report concerns and inappropriate behaviour. Be discerning in evaluating digital content.
- Understand the opportunities networks offer for communication and collaboration

Year 5 and Year 6

- Use technology safely, respectfully and responsibly.
- Recognise acceptable/unacceptable behaviour.
- Know a range of ways to report concerns and inappropriate behaviour. Be discerning in evaluating digital content.
- Understand the opportunities networks offer for communication and collaboration

Creating Content

Year 3 and Year 4

- Collecting, analysing, evaluating and presenting data and information.
- Select, use and combine a variety of software (including internet services) on a range of digital devices. Design and create a range of programs, systems and content that accomplish given goals.

Year 5 and Year 6

- Collecting, analysing, evaluating and presenting data and information.
- Select, use and combine a variety of software (including internet services) on a range of digital devices. Design and create a range of programs, systems and content that accomplish given goals.

Searching

Year 3 and Year 4

- Use search technologies effectively
- Appreciate how search results are selected and ranked.

Year 5 and Year 6

- Use search technologies effectively
- Appreciate how search results are selected and ranked.

Recording

Lessons will rarely require written notes. Work will be documented through Tweets, pictures and self-assessments (these may be found in books in KS2). Ongoing teacher assessment will take place using 'Educater' (our whole school assessment system). Alongside this, teachers will be assessing understanding of Online Safety by using the ActiveBYTES 'I can...' statements to assess understanding before children receive certificates at the end of the year.

Reporting

On our annual reports, which are given to parents at the end of the year, a judgement will be made regarding their child's attainment in Computing relating to the national curriculum for their year group. For example, HNM (Has Not Met), ARE (Age Related Expectations), GD (Greater Depth).

Monitoring

#HighHamComputing Twitter feeds show the learning objectives being taught. Curriculum leader to work alongside their curriculum partner to collate evidence including analyzing how planning

matches the evidence in books, learning walks, speaking to pupils about their learning and discussing with colleagues what has gone well as well as any lessons learnt. Where relevant the implementation of school policies (such as marking) will be reviewed in light of the well-being school's agenda (aspect of the School Development Plan) to ensure the workload for Computing is both manageable and is making an impact on the children's learning.

Review

April 2023