



St Gabriel's CE Primary School



Computing

Intent	Implementation	Impact
<ul style="list-style-type: none"> To teach children to become responsible, respectful and competent users of data, information and communication technology. To provide an exciting, rich, relevant and challenging Computing curriculum for all children. To provide technology solutions for forging better home and school links. To enthuse and equip children with the capability to use technology throughout their lives. To teach children to understand the importance of governance and legislation regarding how information is used, stored, created, retrieved, shared and manipulated. To utilise computational thinking beyond the Computing curriculum. To give children access to a variety of high-quality hardware, software and unplugged resources. To equip children with skills, strategies and knowledge that will enable them to reap the benefits of the online world, whilst being able to minimise risk to themselves or others. To meet, and exceed where possible, the minimum government 	<ul style="list-style-type: none"> As a school we have chosen the Kapow Computing Scheme of work from Reception to Year 6. The scheme of work supports our teachers in delivering fun, and engaging lessons which help to raise standards and allow all children to achieve to their full potential. We are confident that the scheme of work more than adequately meets the national vision for Computing. It provides flexibility, strong cross curricular links and integrates perfectly into the Kapow Computing Assessment document. Furthermore it gives excellent supporting material for the less confident teachers. <p><u>Computing outcomes in EYFS</u></p> <ul style="list-style-type: none"> Develop mouse control and use some simple keyboard keys Follow instructions and make predictions Explore technology in the environment, (taking photographs, playing games on an interactive whiteboard, watching a video clip, listening to music, exploring old mechanical toys etc.) Simple programming of Bee bots using directional arrows, clear and start commands Data handling skills through sorting and using pictograms 	<ul style="list-style-type: none"> Children will have developed the computing knowledge and skills to help them explore, navigate and understand the electronic world around them, their place in it and recognise the positive impact it can have on their future. Children's knowledge and skills will develop progressively as they move through the school, not only to enable them to meet the requirements of the National Curriculum but to prepare them to become competent in computing in secondary education. <p>To assess children's progress in Computing we :</p> <ul style="list-style-type: none"> Use formative assessment after each session / interaction in Computing. Children are encouraged to be involved in that process. By using the assessment tracking document, teachers can evaluate children's progress

recommended/ statutory guidance for programmes of study for Computing and other related legislative guidance (online safety)

- To instil critical thinking, reflective learning, and a "can do" attitude for all our children, particularly when engaging with technology and its associated resources.
- To use technology imaginatively and creatively to inspire and engage all children, as well as using it to be more efficient in the tasks associated with running an effective school.

Computing outcomes at KS1

- Understand what algorithms are and how they are implemented as programs on digital devices.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Recognise common uses of information technology beyond school.
- 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.

Computing outcomes at KS2

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet, how they can provide multiple services, such as the world wide web, and the opportunities they offer for communication and collaboration.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.

- Tracking of attainment by using the assessment document is used to inform future planning.
- Children are encouraged to self, peer and group assess work in a positive way.

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| | <ul style="list-style-type: none">• Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. | |
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