



Computing

Digital technologies and media are increasingly a way of life. Pupils look at how technology can help the world become more efficient and improve the life we lead. Computing enables our children to be critical thinkers as it requires them to find solutions to everyday problems through the use of technology.

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.

Technology plays an immense value in the day-to-day life of our school.

Pupils will:

- access a range of activities across the curriculum such as; coding, databases, spreadsheets, 3D printing, emailing, word processing and games
- become digitally literate
- develop the necessary skills, and are confident, at producing content and media in various forms, not just as consumers

Implementation

Our curriculum is supported by the Teach Computing scheme KS1-2 and the Barefoot Materials in EYFS. Through this we develop skills and knowledge which are progressive, as well as transferable to other areas of the curriculum and can be used to enhance and support children's learning in other subjects.

In EYFS, Computing teaching is immersive and children are taught to use technology as part of continuous provision and during directed learning sessions. This is supported by the Barefoot materials. While in KS1 and KS2 pupils are taught discrete Computing lessons for 36 hours a year. This is usually a lesson per week. Children are taught 3 units of the curriculum by their class teacher and have more specialist teaching for the remaining 3 units. Children are encouraged to develop and apply their skills outside of computing sessions in other curriculum subjects. E-safety and digital literacy is taught as part of the first computing lessons each year and is revisited in lessons regularly. Children take part in National E-safety Day across the school.

Children have access to devices throughout the school. In Year 5 & 6 classrooms we have a 1:1 ratio of pupils to devices and in Year 3 & 4 there is a 1 device to 2 pupils. In KS1 we have a ratio of at least 1:4. Early years have access to a range of appropriate devices through continuous provision.

Impact

Children leaving St George's Beneficial Primary School will be proficient users of technology and skilled content creators through quality teaching that is practical, inclusive and engaging. We encourage children to develop resilience and apply problem solving approaches towards their learning in the Computing lessons. Children learn to take responsibility for their safety and well being while using technology in all aspects of their lives.

Learning is assessed to ensure that children make progress within lessons and over time. This is recorded on half termly by staff. Currently we are developing systems that will support summative assessments and equip them with strategies to support children falling behind.