Computing at Grange View CE First School

This is a guide for anyone who is visiting Grange View C.E First School to explain our approach to Computing in school. *Updated April 2020*

OUR INTENT: Why our Computing Curriculum looks like this.

Our aim is to provide a high-quality computing education which equips children to use computational thinking and creativity to understand and change the world regardless of their starting points in life and home environment. At Grange View we give our pupils life- skills that will enable them to embrace and utilise new technology in a socially responsible and safe way in order to flourish and achieve their god given potential. We want our pupils to be able to operate in the 21st century workplace and we want them to know the career opportunities that will be open to them if they study computing, raising aspirations.

Our Computing curriculum focuses on a progression of knowledge and skills in the three main areas of the computing curriculum: computer science, information technology and digital literacy. These strands are revisited repeatedly through a range of themes during children's time in school to ensure the learning is embedded and skills are successfully developed. This is reviewed annually to address gaps in learning and ensures it is not only broad and balanced but continually engages and enthuse the pupils.

Our intention is that Computing also supports children's creativity and cross curricular learning to engage children and enrich their experiences in school. Not only do we want them to be digitally literate and competent end-users of technology, equipped to tackle their next stage of education at Middle School but through our computer science lessons we want them to develop creativity, resilience and problem – solving skills.

Planning

Our curriculum planning follows a two year rolling cycle to accommodate mixed year classes, The topics have been chosen based on the new curriculum and ensuring the themes are engaging and interesting to the children.

The computing focus for each term has been mapped out to ensure that all areas of the ICT curriculum are covered on a yearly cycle and have been sequenced methodically so that they support and enhance the curriculum topic being taught whilst building on previous knowledge and skills.

Skills progression:

Our progression of skills has been created as a staff to ensure we are all confident in the expectations and key skills needed to be achieved by the end of the year for our pupils.

This allows for effective progression to take place throughout the school, with learning well matched to the pupils age and attainment. The skills are broken down into the three main areas starting from Reception – Year 4

Computing resources:

Computer Science:
- This starts with the use of Beebots and Roamer in EYFS then builds in KS1 to simple scratch programming and the use of turtle in JIT . In KS2 they develop more confidence in scratch alongside raspberry Pi and Hour of Code.

Information Technology:
- As part of school 360 there is a wealth of programs in j2e and JIT that allow for presentations. This is supported through a range of ipad presentation apps including adobe spark video, clips and Padlet as well as Garage Band etc.

Digital Literacy:
- We follow the SWGfL Digital Literacy resources and supplement with recommended videos such as the Smart Crew and relevant e safety tories.

Chromebooks:

All children have school 360 accounts to log on. All pupils use their log in to access the online resources for Information Technology (IT) as well as the internet and additional allocated websites such as scratch for research and Computer Science.

Ipads:

We have 5-6 ipads in each KS1 &2 class.
An online program is used to manage the apps which range from educational maths and phonics based apps to creative presentations such as imovie and sock puppets.

Time

Each class has a 1 hour slot allocated for discrete computing skills to be taught

The ICT resources are also available for use to support other areas of the curriculum.

Computing across the curriculum:

We encourage ICT to be used to enhance all areas of the curriculum as well as be taught in discrete sessions. Our topic floor books are a vehicle to showcase the learning that has taken place in our topic work. Often children showcase their understanding through the use of ipad apps and this is shared using QR codes within seesaw. We also use School 360 as an online portal to set weekly homework for the children in Y1-4.

Assessment:

Each term, specific assessment sheets are created to match the area of the computing curriculum being taught for each Year Group, These are created by the subject leader in collaboration with the Key Stage planning.

Each assessment sheet itemises the National Curriculum learning taking place and the key skills to be observed and recorded relevant from the skills progression. It is agreed that a sample of three children of ranging attainments will have their work sampled and assessments completed for that term and they will be used as a representative sample of the whole class. The subject leader will keep a copy of these termly assessments along with any accompanying work,

EYFS:

In Early Years they use the EYFS log in during the summer term to use the chromebooks.

Until then, a large proportion of their learning is exploratory with cameras, ipads and interactive apps building the foundations for future learning and enquiry.