Days Lane's Computing Curriculum

Subject Intent

- At Days Lane, we aim to give our pupils the life-skills that will enable them to embrace and utilise new technology in a socially responsible and safe way in order to flourish.
- We aim to prepare our learners for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever changing digital world.
- We also understand the accessibility opportunities technology can provide for our pupils.
- We encourage our pupils to understand that there is always a choice with using technology and as a school we utilise technology (especially social media) to model positive use.
- Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in safely using, as well as understanding, technology.
- 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.
- Our intention is that Computing also supports children's creativity and cross curricular learning to engage children and enrich their experiences in school.
- The Computing curriculum is designed to provide our children with the subject specific language they need to describe, question and discuss the digital world.
- We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible.
- We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

Subject Implementation

- The Early Years Foundation Stage (EYFS) provides pupils throughout the year with opportunities to explore a range of technologies.
- Planning is formed and aligned with the national curriculum, supported by a clear skills and knowledge progression (as outlined in the Purple Mash scheme of work).
- The key knowledge and skills that children acquire and develop throughout each block have been mapped to ensure progression between year groups throughout the school.
- Computing is taught across three main strands: digital literacy, computer science and information technology.
- As part of information technology, children learn to use and express themselves and develop their ideas through ICT for example writing and presenting as well as exploring art and design using multimedia.
- Within digital literacy, children develop practical skills in the safe use of ICT and the ability to apply these skills to solving relevant, worthwhile problems for example understanding safe use of internet, networks and email.
- In computer science we teach children to understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- Online safety is taught as a separate unit each year and Safer Internet Day activities further enrich children's learning journeys and challenges everyone to play their part in fostering supportive relationships and respectful communities online.
- Teachers cater for the varying needs of all learners, differentiating activities where necessary and as appropriate.
- Children have access to a wide range of quality resources and hardware including; iPads, Chromebooks and desktop computers.
- Digital Leaders support and develop areas of expertise and help to promote and model the safe use of technology within our school.
- Key knowledge is reviewed by the children and checked and consolidated by the teacher.
- Where possible, meaningful cross-curricular links are made with other subjects e.g. in English where Computing is used to bring children's stories to life using animation.

DAYS LANE
PRIMARY SCHOOL

Subject Impact

Through the high quality teaching of Computing taking place, we will see the impact of the Computing curriculum in different ways:

- Children are competent and safe users of Computing with an understanding of how technology works.
- Children will be highly engaged in Computing lessons and display high levels of curiosity about technology around them.
- Children will discuss, reflect and appreciate the impact Computing has on their learning, development and well-being.
- Children will develop a wider vocabulary of computational terms.
- Children will aspire to discover more about the world through digital literacy, computer science, information technology and online safety.
- Through pupil voice, children will be able to talk about the skills and knowledge they have acquired and express their views and opinions.
- The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum.
- We also look for evidence through reviewing pupil's knowledge and skills digitally through tools like Purple Mash and Google Drive.
- Assessments and monitoring will show standards in Computing will be high and will match standards in other subject areas.