

'Love the Adventure of Learning' The Batt C.E. School

Computing Curriculum Statement



Our Intention is that...

At The Batt School we intend for children to master Computing, to equip them with the necessary foundation skills required for later careers and use their Computing skills effectively in their everyday lives. Our children will be taught to use technology responsibly, safely, and carefully, being mindful of how their behaviour, words and actions can affect others. Our children will be taught Computing in a way that ensures progression through the years, with a clear sequence built on previous learning. Our children will enhance their learning opportunities, by enabling them to use technology across a range of subjects to be creative and solve problems while ensuring they make progress.

Implementation

We follow a broad and balanced Computing curriculum that builds on previous learning and provides both support and challenge for all learners. Our curriculum is informed by a computing scheme, Teach Computing, that ensures progression of skills and covers all aspects of Computing in the National Curriculum.

Computing is taught as a series of units linked to different aspects of computing: Computing systems and networks; creating media; programming; and data and information. The units for key stages 1 and 2 are based on a spiral curriculum. This means that each of the themes is revisited regularly (at least once in each year group), and pupils revisit each theme through a new unit that consolidates and builds on prior learning within that theme.

Unit planning is supported by Knowledge Organisers, which highlight the specific skills and knowledge children will take away from a unit.

Each lesson is sequenced so that it builds on the learning from the previous lesson, and where appropriate, activities are scaffolded so that all pupils can succeed and thrive. Scaffolded activities provide pupils with extra resources, such as visual prompts, to reach the same learning goals as the rest of the class. Exploratory tasks foster a deeper understanding of a concept, encouraging pupils to apply their learning in different contexts and make connections with other learning experiences.

All classes will have scheduled Computing lessons either as a block topic, weekly lessons, or will be taught Computing alongside other curriculum subjects. Children's work will be stored within their google accounts where possible, other forms of evidence gathering would be recorded in floor books for reference. A floor book of evidence will be used to record and document the class's learning journey.

We want to ensure that Computing is embedded in our whole school curriculum and that opportunities for enhancing learning by using technology are always taken. We will ensure teaching is effective by looking at pupils' work, especially over time as they gain skills and knowledge, observing how they perform in lessons and talking to them about what they know and what their next steps are.

E-Safety is taught within units as appropriate and each term children are explicitly taught about online safety using resources from Project Evolve. We also take part annually in a global Safer Internet Day in February and also visit e-safety as part of Jigsaw PSHE curriculum

Impact

We want our children to enjoy and value Computing and know why they are doing things, not just how. Children will understand and appreciate the value of Computing in the context of practical applications, creative flair, cultural influences, career opportunities and their personal wellbeing.

Progress in Computing is monitored through regularly reviewing and scrutinising children's work, gathering pupil voice and observing how they learn in lessons, ensuring that children build up knowledge and skills progressively over time. Children will be able to talk confidently about their work and share ideas with others and verbal discussions will also be a vital part of assessment (this could include discussions with their teachers, other children and peer on peer support).

