Computing Vision

at

Western Downland CE (VA) Primary School

Intent, Implementation, Impact

Intent

Computing prepares pupils to participate in a rapidly changing, diverse world in which work and other activities are increasingly transformed by access to varied and developing technology

Technology is at the heart of everything we do and we recognize the importance of children developing the skills required and be able to use technology responsibly. At Western Downland, technology is used purposefully and children develop the skills they need to be to become fluent and independent so that they can use technology as a tool to enhance their learning. We ensure all children feel included in computing and can see themselves as successful programmers or publishers of digital content.

Implementation

We use the NCCE scheme of learning to provide meaningful and purposeful opportunities to use technology. Over the course of a child's time at Western Downland they will have used a range of technology and software that will develop their skills of data management, desktop publishing and computer science. We provide meaningful applications within the NCCE scheme of learning, such as editing pictures for leaflets in English, using data management software to collate data from science, composing music digitally and programming physical systems to create projects in DT.

Computing cover three distinct but related strands:

Digital literacy – this has been developed to not only be a core component within the computing curriculum but also falls within PSHE where children develop an understanding of respect in the online and offline world as being the same. We have implemented a spiral curriculum using Project

Evolve as our basis to ensure children develop healthy and responsible attitudes to technology so that they become agents of change rather than beholden to it. The world of technology is ever-changing so we always mindful and responsive to how each cohort uses and manages technology, adapting planning accordingly. This will ensure that children have the necessary skills to assess risks and be respectful individuals when using educational apps, online games, social media or video streaming sites.

Information Technology - is about using technology purposefully. Not just computers, but a range of equipment such as Android tablets, data loggers and crumble. We teach the skills required for practical purposes, such as using search technology, collecting and presenting data and creating videos or simple apps or games.

Computer science – teaches how digital systems work, the principles of computational thinking and how to use programming software. We develop these skills by using the PRIMM sequence of learning that helps children with comprehending algorithms, modifying and making them independently. Pupils are taught to evaluate and debug algorithms so that they have the necessary problem-solving skills to debug their own systems.

Impact

When pupils leave Western Downland, their computing knowledge reflects an ever-changing technological landscape. Conversations with children and their habits with technology reflect children develop a critical awareness of their own behaviour and becoming agents of change. Our pupils leave having a range of skills to use technology purposefully:

- They can select the appropriate software to create a certain project such as Publisher to create a poster.
- They will be able to navigate the computer to access the Student drive, open a program and use a browser.
- They are able to use basic formatting skills to create their projects.
- They can manage their own saved projects.
- They will be able to create a program using loops and conditions.

They will understand the basic principles of how digital systems work so that they can become confident digital citizens.