

Computing at Ladbrooke



INTENT

Aims:

Through our computing curriculum, we want all our children to be digitally literate - be able to use, and express themselves and develop ideas through, information and communication technology at a level suitable for the future workplace and as active participants in a digital world. We would like them to be able to understand and apply the fundamental principles and concepts of computer science, analyse problems in computational terms, evaluate and apply information technology and be responsible, competent and creative users of information and communication technology. Throughout our computing curriculum we remain mindful of safety issues and support children in understanding how they can keep themselves safe and keep a positive self-image in the light of increasing social media advances.

IMPLEMENTATION

Computing is taught for one hour a week by a specialist teacher who teaches across KS2. In KS1 computing is taught by class teachers.

As the school has adopted a topic approach, where possible teaching of computing is linked to the overall topic the children are studying. Influential computer scientist and educator, Seymour Papert, states that children learn by being part of what they are trying to understand. In other words, learners should not just be asked to create documents, spreadsheets and codes for the sake of it. Instead, encourage them to use ICT and computing to create art and solve problems that are grounded in their own experience. This is why where possible we link skills to the topics being studied, **e.g. web pages linked to Roman Gods, Music based on inventions, Programming linked to London topic**

We use the Switched on Computer scheme by Rising Stars as this was assessed as being useable by staff with less confidence and gave scope for children to be challenged. The computing curriculum is divided into 6 areas:

- Programming
- Computational Thinking
- Creativity
- Computer Networks
- Communication/Collaboration
- Productivity

Each half term, the children will work on one aspect of the curriculum and year on year, the children's knowledge and skills will build

Through all units of the computing curriculum, there is an underlying importance on e-safety and ensuring children understand how to keep themselves safe. When children are using aspects of ICT and there is a clear link to an e-safety matter it is addressed.

E-Safety is also addressed through assemblies and focused work during Internet safety week (February each year)

Delivered Through...

Switched on Computing by Rising Stars

Weekly Cross Curriculum sessions in KS1

Weekly Computing sessions in KS2

Cross Curriculum use to support learning in other areas of the curriculum e.g. In English and Maths

IMPACT

CLASS TEACHERS

Mark lessons and assesses progress of children and identifies next steps for lesson

CLASS TEACHERS

Evaluate topic and take in views of pupils to amend and improve next time

CLASS TEACHERS

Assess pupils on key skills/knowledge and complete topic sheets

SUBJECT LEADERS

Monitor pupil work, through book looks and pupil voice

SUBJECT LEADERS

Analyse data from topic sheets and identify whole school issues

SLT

Meet with subject leaders, carry out book looks, use information to inform SIP