


'In a Nutshell' Computing Last updated 7/11/23	
Curriculum Intent	<p>At New Marston, 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. Knowledge and understanding of ICT is of increasing importance for children's future both at home and for employment. 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.</p>
Implementation	<p>A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.</p> <p>At New Marston, we are primarily following the Purple Mash scheme of work but incorporate other schemes to best suit the needs of our children.</p> <ul style="list-style-type: none"> ● Computing units are categorised into elements of Digital Literacy, Computer Science and Information Technology. ● Children complete computing units half-termly, but digital literacy is embedded in all subjects and is used on a daily basis to enhance and support the learning of other curriculum areas. ● The school uses a suite of core applications linked to the scheme, which enable children to develop and progress their skills through-out school. ● Topics are blocked to allow children to focus on developing their knowledge and skills, studying each topic in depth. ● Children have access to chrome books to support all areas of the curriculum. ● Teachers follow a clear progression of skills which ensure all pupils are challenged inline with their year group expectations and are given the opportunity to build on their prior knowledge. ● The role of parents is recognised and they are involved in understanding how to keep their children safe at home. <p>Computing is taught within:</p> <ul style="list-style-type: none"> ❖ weekly computing lessons ❖ themed computing electives (once a month) ❖ RSE lessons ❖ whole school assemblies <p>Each term we send home a topic web that outlines the topics that will be covered. This allows families time to discuss the upcoming content with their children or staff.</p>
Learning Environment and resources	<p>At New Marston, as with all lessons, we provide a safe learning environment for all children to learn and explore the computing curriculum. Using Purple Mash, teachers are able to set age related activities which enable the children to follow the computing curriculum.</p> <p>We have three class sets of chrome books which enables teachers to lead whole class computing sessions. Using the interactive white board to model and scaffold the learning. Children are able to watch the steps and then complete them.</p>
Assessment & Feedback	<ul style="list-style-type: none"> - Assessment is in line with our assessment, marking and feedback policy - Whole class feedback given - On Purple Mash, individual feedback can be given on submitted work - Consistent use of AfL during the lesson, challenging children to respond in full sentences and explain their reasoning / thinking thoroughly (discourage single-word answers); use sentence stems

	
Links to EYFS	<p>Despite computing not being explicitly mentioned within the Early Years Foundation Stage statutory framework, there are many opportunities for young children to use technology to solve problems and produce creative outcomes.</p> <p>Early exposure to computing, encourages curiosity and interest. Children learn through role play and begin their learning journey with resources to explore in the setting. They use their interactive whiteboard as a class and during continuous provision, and parents/carers are invited to share their children’s achievements with technology. In topics, the children use resources that are applicable such as cameras and ipads.</p>
Other information	<p>Progression of skill for Computing</p> <p>Progression of vocabulary for Computing</p> <p>Computing Key Stage objectives</p> <p>Computing progression of skills for copurter science</p> <p>Computing Progression of Skills for Digital Literacy</p>