



INTENT – We aim to...

Computing

Teach skills that progress from Year 3 to Year 6.	Teach and demonstrate to pupils how to keep themselves safer online.	Equip pupils with knowledge and understanding of the technology around them.	Enable pupils to develop positive attitudes to computing.	Gain and deploy skills needed in all areas of the curriculum.	Encourage pupils to respect others online.
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IMPLEMENTATION – How do we achieve our aims?

<p>PLANNING: At Lowe's Wong Junior, computing is planned using the Teach computing scheme from the National Centre for Computing Education and Rising Stars computing scheme of work. Each class has six units to cover during the year, some of which have strong links to other curriculum subjects. Classes cover units in the three key areas of the Computing curriculum: computer science, information technology and digital literacy. All pupils complete one or two sessions of online safety each half term. This is planned using the Rising Stars Online Safety scheme of work. Lessons cover different aspect of staying safe online: developing online safety guidelines, social and emotional wellbeing and developing resilience, responsible internet use, keeping information safe, digital citizenship, playing games and having fun. Safer Internet Day (SID) is also celebrated each year.</p>	<p>RECORDING: At our school, children's work is saved to their own folder on the computer network or to their own physical folder depending on the task. We encourage pupils to save, retrieve and edit their work, sometimes storing different versions of their work from draft to finished product.</p>
<p>ASSESSMENT: Progress over time is achieved through careful tracking and monitoring. AFL is carried out at the beginning of each lesson and teachers use their professional judgement based on both observed completed tasks and oral responses to inform their teaching of computing the following week.</p>	<p>VOCABULARY: Developing the use of the correct vocabulary in Computing is crucial and so key vocabulary is identified for each unit of learning. This is then used to assess knowledge and learning; and enables pupils to express and communicate their understanding and knowledge clearly and effectively.</p>
<p>WIDER OPPORTUNITIES: We provide an enrichment opportunity though an after-school coding club. We utilise Times Tables Rockstars and Spelling Shed both at school and at home. We also use two other websites for further interventions: Nessy (phonics) in Year 4 and Third Space (maths) in Year 6.</p>	<p>SEND and INCLUSION: Our children with SEND are supported with the Computing curriculum through careful teacher assessment. Lessons are planned and resourced to enable all children to access their learning at an appropriate level, helping them to engage and be challenged. Many children with special educational needs are able to join in with practical tasks when working with a TA, a partner or using programmes that play audible instructions. Often children who find core subjects more challenging, show that they can excel in Computing as it encourages a different approach to learning and problem solving. In the past we have used keyboards with larger keys to help with dexterity.</p>



IMPACT – How do we know we have achieved our aims?

Online folders show progression of what is taught.	Children can express what they should or shouldn't share online and why.	Children can discuss the technology they use and have the skills to use it.	Children are enthusiastic about computing and excited to learn new skills.	Children can use their computing skills across the curriculum and beyond computing lessons.	Children are aware of the impact their words and actions online can have on others.
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Loving, learning and shining together

Respect Honesty Kindness Thankfulness Forgiveness Perseverance