Computing at George Street Primary School

Intent:

We aim to prepare our children for a rapidly evolving world through the use of technology at George Street. Our computing curriculum is designed to enable the children to explore and learn to use a range of technology that is contemporary and relevant to their lives. We aim to offer the right hardware and software to enable children to become digitally literate. We will teach our children to find, explore, analyse, exchange and present information. Building on this, we intend for our children to develop their computing skills to a level that is needed in a future workplace and as active participants in a digital society. We will equip our children with the information and skills to use technology safely and responsibility in a world that is becoming increasingly computer based.

Implementation: Early Years

In Early Years, children will have access to age appropriate software such as apps on the iPad (e.g Minimash) and physical resources such as BeeBots that can be programmed by the children. Children will be exposed to the different technology used in day to day life and how different tasks require different equipment. Teachers will facilitate children to use equipment carefully and safely.

Implementation: KS1

Children will continue to use physical resources to develop basic programming skills. They will learn to debug and improve their code and be resilient when things do not go as planned first time. Then they will move on to programming sprites on a computer based application. Children will start to develop their digital literacy by becoming comfortable with typing, logging into the computers, using the internet and using various programmes and apps. Children will learn how to use technology in a safe and responsible way, they will learn what to do if something they encounter makes them uncomfortable. Children will also develop their understanding of personal information and how to protect ourselves online.

Implementation: KS2

Children will continue to develop the skills they have acquired in KS1, learning to create programmes to achieve specific goals with increasing complexity. Children will be resilient in their programming and constantly improve and debug their work. Through having the opportunity to use a wide range of software as part of our curriculum, children will become confident to use common programmes and applications in their future education and later in life. Children will have the opportunity to learn the skills of collecting information, analysing, evaluating and presenting data. Children will develop their digital literacy skills by using technology not just in computing lessons but also in other lessons, as they use applications to type up their work, create presentations and do research. Children will develop a sophisticated understanding of online safety through targeted lessons relevant to their lives and the technology the children are using. They will learn about the importance of keeping safe online, being responsible for their online presence and how to report anything that is making them uncomfortable.

Impact:
- Children will be confident to use technology safely and responsibly.
- Children will be able to use technology to accomplish a wide variety of goals, both at home and at school.
- Children will be prepared to be part of a society where technology is constantly developing and evolving.

We will measure the impact through pupil voice, formative assessment, work saved in the children's accounts and project outcomes.