

Computing at St Cuthbert's RC First School



Intent

At St Cuthbert's we understand that computing is an integral part of the national curriculum and that computing skills are important to everyday life. We believe that it is essential for pupils to be confident and competent users of technology in our increasingly digital world.

In early years we offer children a range of opportunities and resources to make computing and technology part of their everyday life and for it to be used in meaningful ways. It is used to enhance existing provision to be used in many cross curricular ways as well as having discreet opportunities to use and explore technologies and provoke thinking and problem solving skills.

Throughout KS1 and KS2 we deliver an enquiry based approach to our computing curriculum in which children have the opportunity to learn, discover and to apply skills in purposeful ways.

We aim for all children...

- To become equipped to participate in a rapidly changing technological world.
- To find, explore, analyze, exchange and present information.
- To develop skills in logical thinking, effective problem solving, understanding algorithms and digital coding.
- To be confident, creative and independent learners within the modern digital world.
- To have a secure understanding of the importance of staying safe online.

Implementation

At St Cuthbert's we teach a high quality computing curriculum which has strong cross curricular links with many other subjects.

In Early Years following a parent questionnaire we have identified a greater need for our desktop computers as children mainly use touch screen technologies at home. These computers offer a range of simple programmes that the children can access independently. Children also have opportunities to use recordable devices (clip boards), programmable devices (Beebots), as well as remote control toys, battery operated toys and iPads. Early computing skills are also found outside of the use of devices in early years, for example, giving a set of instructions and using action/sequence cards are

starting points for developing a clearer understanding of algorithms, coding and debugging.

KS1 and KS2 computing is taught by an HLTA with a knowledgeable background in computing. The children follow a curriculum that is planned to demonstrate progression and challenge. Our curriculum is regularly reviewed and adapted to take into account new developments in technology. Lesson plans and ideas are obtained from a variety of sources such as Northumberland ICT Team, Twinkl PlanIT, Code-it, Think-u-Know and NSPCC.

Internet safety is taken very seriously within our school and computing curriculum. Our E-safety policy provides guidance for teachers and children about how to use the internet safely. E-safety is taught alongside the computing curriculum however there are lessons which are specifically used to focus on particular E-safety messages.



Impact

Attainment is recorded every term on SIMS as well as taking place throughout and at the end of every topic. Teachers are skilled in developing 'in the moment' learning opportunities to identify skill gaps and plan next steps accordingly.

Our children demonstrate a range of technological skills appropriate to their age and or stage of development enabling them to be digitally literate at an appropriate level. They are equipped, not only with the skills and knowledge to use technology effectively for a variety of purposes, but most importantly they know how to use it safely.

