Computing

Intent, Implementation and Impact

Intent

At Smallthorne Primary Academy, we want our pupils to be creators not consumers of technology and our broad curriculum encompassing computer science, information technology and digital literacy reflects this. We pride ourselves on our creative, connected curriculum which aims to excel pupils in computing. Our aim is to allow pupils to be inquisitive, compassionate and creative within our curriculum based on curiosity, communication and connectivity. Our curriculum is delivered by teaching staff who are confident in their knowledge and ability to teach computing. Our curriculum has developed collaboratively with teaching staff from across the country alongside national professional computing experts and provides expert CPD with clear progression in terms of skills and knowledge.

At Smallthorne Primary Academy, our vision is simple: to develop children in becoming safe digital citizens, digital content creators and computer programmers. Computing is an integral part of our lives and will continue to become more integral in the lives of the children's future. Our Computing curriculum and lessons aim to give the children the skills, knowledge, understanding and experiences which underpins today's technological society and to further prepare them for an ever increasingly technological future. Children will access and use the internet in a safe way, undertaking precautions to stay safe and use necessary tools to report when they feel unsafe online. Children will be able to understand the importance of online safety and how to prevent cyberbullying. Children will use a variety of software and hardware to create digital content, using cross-curricular links of subjects such as D&T, Maths, Art and Science to facilitate its creation. Pupils will also use computational thinking and reasoning to use computer coding to achieve specific goals, exposing pupils to the technological basis of computing.

Implementation

- A clear and effective, cross-curricular scheme of work that provides coverage in line with the National Curriculum. Teaching and learning facilitates progression across all key stages within the strands of digital literacy, information technology and computer science, to ensure the children are on track ready for the high school curriculum by the end of Year 6.
- Access to resources which aid in the acquisition of skills and knowledge.
- Children have access to the hardware (computers, tablets, programmable equipment) and software that they need to develop knowledge and skills of digital systems and their applications.
- Children will have the opportunity to explore and respond to key issues such as digital communication, cyberbullying, online safety, security, plagiarism and social media.
- Wider Curriculum links and opportunities for the safe use of digital systems are considered in wider curriculum planning.
- The importance of online safety will be supported throughout the school through sessions and campaigns at various points throughout the school year.
- Parents are informed when issues relating to online safety arise and further information/support is provided if required.
- As well as opportunities underpinned within the scheme of work, children will also spend time further exploring the key issues associated with online safety.

Impact

- Children will be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school.
- Children will have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving.
- Children will be able to apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems.