



St Paul's Catholic Primary School

'Do Everything with love.'

Computing Statement

INTENT

At St Paul's Catholic Primary School, we believe that high-quality Computing lessons inspire children to prepare for a rapidly changing world through the use of technology. Our high-quality computing curriculum is designed to enable all pupils to explore three areas of computing: Computer Science, Information Technology and Digital Literacy (Online Safety). With technology playing such a significant role in society today, we believe that 'Computational Thinking' is a skill children must be taught if they are to be able to participate effectively and safely in a digital world. At St Paul's we have a Computing Curriculum which is based on the National Centre for Computing Education's Teach Computing program and Project Evolve. We use the principles of computing throughout our curriculum but ensure they are adapted and linked where appropriate to our wider curriculum questions.

We have adjusted our computing curriculum after the pandemic to ensure that the children focus on missed knowledge that is crucial to ensure pupils are able to move on to the next steps. All children in KS1 will have revisited the basic computer skills and begin to look at word processing skills. All children in KS2 will revisit basic computer skills and word processing skills. These will be supported by computing bookmarks across the school. KS1 will be looking at pupil's knowledge of algorithms and patterns. Key Stage will be focusing on sequencing, selection and repetition.

At St Paul's our computing curriculum endeavours to introduce children to a wide range of technology, including laptops, iPads and interactive whiteboards, allowing them to continually practice and improve the skills they learn. This ensures they become digitally literate so that they are able to express themselves and develop their ideas through information and computer technology— at a level suitable for the future workplace and as active participants in a digital world.

The aims of our Computing curriculum are to develop pupils who:

- Are responsible, competent, confident and creative users of information and communication technology.
- Know how to keep themselves safe whilst using technology and on the internet and be able to minimise risk to themselves and others.
- Become responsible, respectful and competent users of data, information and communication technology.
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
- Can analyse problems in computational terms, and have repeated practical experience writing computer programs in order to solve such problems.
- Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- Become digitally literate and are active participants in a digital world.
- Can use critical thinking as to whether information online is from a viable/credible source.
- Are equipped with the capability to use technology throughout their lives.
- Understand the importance of governance and legislation regarding how information is used, stored, created, retrieved, shared and manipulated.
- Have a 'can do' attitude when engaging with technology and its associated resources.
- Utilise computational thinking beyond the Computing curriculum.
- Understand that Online Safety messages can keep them safe online.
- Know who to contact if they have concerns.
- Apply their learning in a range of contexts, e.g. at school and at home.

Online Safety

St Paul's Primary School takes online safety extremely seriously, our curriculum for delivering this is based on Project Evolve and Education in a Connected World. We have an online safety policy that provides guidance for teachers and children about how to use the internet safely. Every year group participates in lessons on online safety and children understand how to stay safe when using technology. As a school we feel it is crucial that we also support our community with online safety, with this in mind we arrange online safety training and workshops for our community and share local Family Learning courses with all our parents and carers.

IMPLEMENTATION

To ensure high standards of teaching and learning in computing, we implement a curriculum that is progressive throughout the whole school. Our implementation of the computing curriculum is in line with 2014 Primary National Curriculum requirements for KS1 and KS2 and the Foundation Stage Curriculum in England. This provides a broad framework and outlines the knowledge and skills taught in each key stage. Computing teaching will deliver these requirements through our half-termly units. Our Computing progression model is broken down into three strands that make up the computing curriculum. These are Computer Science, Information Technology and Digital Literacy. Computer Science underlines the knowledge and skills relating to programming, coding, algorithms and computational thinking. Information Technology underlines the knowledge and skills relating to communication, multimedia and data representation and handling. Digital Literacy underlines the knowledge and skills relating to online safety and technology uses all of which are covered whether combined or discreetly. The subject leader for Computing will monitor, evaluate and review the implementation of the subject throughout the school. This will provide opportunities for sharing good practice as well as forming the basis for further improvement.

- Half termly units covering the three strands of the computing curriculum.
- Early Years has a selection of digital devices including ipads, IWBs and cameras with which the children investigate the early basics of computing.
- Early Years have a dedicated online safety programme, to enable even the youngest members of our community to become safe digital users.
- Each year group is provided with enrichment activities for computing once a year.
- We work closely with UTC Portsmouth to support and extend our computing curriculum for all pupils.
- We also take part in First Lego League (KS2) and Lego Discovery (KS1)

IMPACT

Our Computing Curriculum is high quality, well thought out and is planned to demonstrate progression and build on and embed current skills. We focus on progression of knowledge and skills in the different computational components and alike other subjects discreet vocabulary progression also form part of the units of work.

If children are keeping up with the curriculum, they are deemed to be making good or better progress.

We measure the impact of our curriculum through the following methods:

- Pupil discussions and interviewing the pupils about their learning (pupil voice).
- Monitoring with other computing leads.
- Opportunities for dialogue between teachers.
- Photo evidence and images of the pupils practical learning.
- Video analysis through recording of performance in lessons.
- A reflection on standards achieved against the planned outcomes.
- Learning walks and reflective staff feedback (teacher voice).
- Transferring of computing skills in other curriculum areas.