

Computing on a page

Impact—What?

Children can articulate learning using appropriate vocabulary.

Children will be safe online and pass on their knowledge to others.

Children will know the impact of their digital footprint and how to reduce this.

Implementation—How

High quality teaching of computing that links to each cornerstone and addresses the need of the individual.

Assessment through the unit Rubric supplied with Teach Computing scheme. Comprehensive assessment grids provided by National Centre for Computing Education.

Children can apply their computing skills to C360 and every day living and be well prepared for their next stage of their computing learning.

E-safety lessons are explicitly taught to develop children's knowledge and understanding of being safe

A rolling program being ensures coverage in mixed age classes.

Follow a clear sequence of learning from Teach Computing scheme of work. Comprehensive lesson plans and resources.

Vocabulary included within lesson plans to enrich and promote oracy.

End of year expectations are met by the end of year 6 children will have completed a range of units to support the NC objectives.

Children will demonstrate a good knowledge of technology and comprehensively use these in every day life.

Children will apply their knowledge of computing to the themes of learning effectively.

Intent: Why?

Teach children skills required to excel in Computing. Develop and support children to understand a range of aspects of computing.

Children will use computational thinking and creativity to further understanding of the world. It will allow the children to be digitally literate and ready for the next stage in their lives.

Allows the children to connect with the wider world virtually. Both locally and globally using a range of skills.

Links are made with Character Education throughout high quality teaching of computing and how to keep yourself safe online.

Cross curricular opportunities through all year groups. KS2 through use of individual Chromebooks.

Learners use a range of ICT equipment: iPad, digital cameras, Chromebooks, Laptops, Beebots, voice recorders.

