



Holy Family Catholic Primary School

Following in the footsteps of Jesus, we Pray, Play and Learn Together



Computing Curriculum Statement

INTENT	IMPLEMENTATION	PLANNED IMPACT
<p>Intention 1: To support children in becoming creative, independent learners and ensure they develop a healthy relationship with technology.</p> <p>Intention 2: For children to be creators and innovators of digital content.</p> <p>Intention 3: To provide regular up-to-date knowledge about online safety for both children and families.</p>	<p>The Computing Curriculum is taught through half-termly units, where the children have access to a laptop or iPad. The curriculum at our school is carefully mapped out to ensure that pupils acquire knowledge, vocabulary and skills in a well-thought out and progressive manner, with each teacher following the Knowsley Computing Scheme of Work and progression document.</p> <p>The Knowsley scheme highlights the knowledge, skills and vocabulary for each year group and is progressive from year to year. New learning is based upon what has been taught before and prepares children for what they will learn next. Every unit has a clear end point and an end product which children work towards on their learning journey. We teach computing both discretely and cross curricular, when clear links with other subjects are present.</p> <p>The computing units and progression model is broken down into four strands that make up the computing curriculum. These are Essential Skills, Computer Science, Information Technology and Digital Literacy.</p> <p>Essential Skills: ensure the children have the core basic skills to use multiple devices, this is designed to promote independence.</p> <p>Computer Science: underlines the knowledge and skills relating to computational thinking, coding, algorithms and networks.</p> <p>Information Technology: underlines the knowledge and skills relating to digital communication, creating multimedia content and data representation/handling.</p> <p>Digital Literacy: underlines the knowledge and skills relating to online safety and technology in society.</p> <p>We participate in annual events such as national Computing week, Safer Internet day, anti-bullying week and technology themed competitions.</p>	<p>By the time our children leave our school they will:</p> <p>Understand the potential and capabilities of technology and that they are also aware of how to maintain a safe and healthy digital life.</p> <p>Demonstrate curiosity and resilience when using technology.</p> <p>Be able to use new apps/technology (hardware/software) at home to further learning.</p> <p>Use skills and knowledge to help support (and 'teach') peers.</p> <p>Use technology to help solve problems and understands when it also creates problems.</p> <p>Consider the limitations of technology and looks for ways to overcome these limitations.</p> <p>Consider the purpose to which information is processed and communicated and how the characteristics of different kinds of information influence its use.</p> <p>To use technology in innovative ways to support learning in other subjects.</p>

Respect, Responsibility, Resilience

	<p>The children at our school have access to Seesaw to allow them to complete work remotely. Through this, the children are able to complete set tasks and save their work virtually so that it can be shared both in school and at home with teachers and parents.</p> <p>We also have a School Twitter account to showcase our school to the wider public.</p> <p>We use a comprehensive progression document to help staff at each key stage understand the learning journey through computing at our school. It demonstrates how to best embed and cover every element of the computing curriculum as knowledge/skills statements build year on year to deepen and challenge our learners with core programs and apps.</p>	<p>To understand the positive impact using technology has in supporting the learning of less able children.</p> <p>Use skills and knowledge of Computing to design, create and 'debug' programs when only given a specified outcome.</p> <p>Continually refine solutions to improve work or the content they have created.</p> <p>Consider some of the social, economic and ethical issues raised by the use of technology both in and out of school.</p>
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