By the time the children transfer to their next stage of education, we intend to develop well-rounded, knowledgeable and confident individuals who have fulfilled their potential and can make a positive contribution to their local and global community.

<u>Computing at Lindow Community Primary School</u>

<u>Intent</u>

At Lindow Community Primary School, our intent is for all our children, including the most disadvantaged and those with (SEND) or high needs to be engaged, is to provide them with secure knowledge of computer science and computational skills in order to use and apply these across the wider curriculum. By the time children transfer to the next stage of their education, they will be computer literate and confident to use and express themselves through information and communication technology, ensuring they are safe and active participants in a digital world.
The Computing curriculum will be driven by the following Lindow Life Skills:

- *Be empathetic*
- *Be responsible*
- *Make decisions*
- *Have ownership of learning*
- *Be co-operative & participate*
- *Be resilient & persevere*
- *Be the best you, you can be*

<u>Design and implementation</u>

To ensure children have 'mastered' the knowledge of the Programme of Study for Computing in a progressive, sequential way, the subject is delivered in three ways.
Computer science is taught weekly with dedicated slots for each class to ensure all resources are accessible.
Computational skills are embedded within other areas of the curriculum where the appropriate use of technology enhances the learning.
Internet safety, which links closely to the Lindow Life Skill of 'Making Decisions' is taught via themed weeks and PSHE lessons.

All classes from Y1 to Y6 use the Teach Computing Scheme as the initial overview for their medium-term planning. The scheme also breaks down each medium-term plan module into 6 lessons to be taught during each class' allocated computing time.
The key themes, knowledge & skills for each year group are stated, to ensure teachers know what prior learning has taken place and can build on this in a progressive manner. The scheme requires the children to be able to access both iPads in pairs, or laptops individually.

In EYFS, the new framework (September 2021) outlines the seven key areas of learning and development.

In order to meet the Early Learning Goals, planning in Reception will incorporate aspects of Computing (use of technology) in order to meet several of the prime and specific areas of learning and development:

- Communication and language - Hold conversations when engaged in back-and-forth exchanges with their teacher and peers. Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher.
- Personal, social and emotional development - Set and work towards simple goals, being able to wait for what they want and control their immediate impulses when appropriate. Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions. Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Work and play cooperatively and take turns with others.
- Physical development - Begin to show accuracy and care when drawing.
- Literacy – Read aloud simple sentences and books that are consistent with their phonic knowledge, including some common exception words. Read words consistent with their phonic knowledge by sound-blending.
- Mathematics – Have a deep understanding of number to 10, including the composition of each number. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
- Understanding of the world – Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class. Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class.
- Expressive arts and design - Share their creations, explaining the process they have used. Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.

The expected teaching sequence for a unit of work in Computer Science will follow the key themes of:

- introduction of new knowledge
- opportunity to explore and apply new knowledge in isolation
- combine different aspects of new and previous knowledge to create an end product

The final step will then be applied as computational skills effectively used across other areas of the curriculum, such as word processing a news report within English, creation of graphs and charts within Maths and Science and the use of simple programs for computer aided design within Design and Technology.

Evidencing Computing

Work in Computer Science is recorded on individual iPads and within intake files on the school server.

Evidence of computational skills can be seen in the relevant books/ within intake files on the school server.

Impact

Monitoring of Computer Science will involve learning walks, pupil voice and scrutiny of work across the three key themes and within each year group. In order to check the children remember new and prior knowledge, Twinkl Assessment Scheme is used at the end of each unit. Via monitoring, the subject leader will use assessment information to check pupils' knowledge, skills and understanding is in their long term memory. Any gaps in learning or children who aren't meeting age related expectations can be identified and supported appropriately.
Monitoring of Computational Skills will involve book/folder scrutinites and cross referencing with the age appropriate aspects of the Computer Science Scheme to ensure application of key knowledge and concepts.
The monitoring of Internet Safety will be through pupil voice and evidence from Lindow Life Skills passports showing that children are responsible and making safe decisions online.