Aston-on-Trent Primary School Intent, Implementation and Impact
Computing

Intent

Responsible	Safe	Challenge	Respect

In a world where technology surrounds and plays a fundamental role in society, it is vital that we equip our children with not only the knowledge, skills and understanding but also instil a love of learning, enthusiasm and appreciation. As a result of this, we have devised a challenging, inclusive and exciting curriculum that ensures learning is delivered in a purposeful way whilst allowing children to express their creativity and imagination where possible. Children will learn how to use a range of software, tools and devices in a responsible and safe manner, enabling them to show respect and consideration. As a part of instilling such important values, we plan for enriching and engaging experiences that our children will remember throughout their lives. Children will develop their communication skills and resilience skills through learning to work together in an environment where everyone's role is respected and valued.

Implementation

There are 4 core areas of computing, these are: Computer Science, Information Technology, Digital Literacy and Online Safety. Throughout these 4 areas, children develop their skills in:

- Using search technologies effectively,
- Design, write and debug programs
- Logical reasoning
- Collecting, analysing, evaluating and presenting data and/ or research,
- A range of software on a variety of digital devices,
- Word processing and Presentations (Microsoft Office)

We use a variety of resources to ensure consistent, high-quality teaching and good progression across each core area throughout both Key Stages. Purple Mash is our main scheme of work which is used for the majority of our computing lessons. At times and depending on the unit of work, lessons may be supplemented with a range of resources. Some of these include Scratch, Microsoft Office, iMovie, Bee Bot and Light-Bot.

Across the school, computing is timetabled weekly throughout each term. In addition to this, where possible, technology is used in a variety of subjects to enhance the curriculum and create purposeful links. Some examples of this are:

- In Geography children learn to use and navigate Google Maps and Google Earth,
- As a part of History and Geography, children use the internet to research specific information,
- In English, children create and edit short films using iMovie.

As technology is constantly changing, it is important that we as teachers adapt with this. To help our own development, we regularly access computing courses ad meet to share good practice.

Impact

Our Computing Curriculum is high quality and focuses on progression of knowledge and skills in the different computational components. Through delivering our high-quality curriculum, our children will leave this school with a firm understanding of staying safe, being respectful and responsible when using technology, as well as the essential skills required for their future education. Here at Aston-on-Trent Primary School, we measure the impact of our curriculum by:

- Monitoring with our computing subject lead visits
- Pupil Progression of skills check folder
- Monitoring of children's work
- Pupil discussions about their learning (pupil voice)
- Photo evidence and images of the pupils practical learning
- Reflective staff feedback and dialogue opportunities between staff (teacher voice)
- Frequently reviewing the effectiveness of engaging and purposeful displays