



Picknalls First School

Computing Curriculum Statement 2022-2023



Intent

At Picknalls First School, we believe that every child deserves access to quality Computing lessons that will prepare them for an ever-changing society where it is crucial that they understand how to use technology accurately and safely. Computing is an integral part of the National Curriculum and a key skill for everyday life.

At Picknalls, we aim to provide the children with an enjoyable, challenging and creative curriculum, which links other aspects of their learning together through our connected curriculum. Teachers will meet the requirements of the National Curriculum Programmes of Study for Computing using our weekly Computing lessons and making as many cross-curricular links as possible, allowing children to explore technology frequently and enhance their learning. We equip children with the confidence and capability to use Computing throughout their later life and prepare them for their future careers.

Implementation

We provide the children with a range of up-to-date resources, which they can use to progress through their education and meet the National Curriculum requirements.

Resources include:

-  Every classroom has a laptop or computer connected to the school network and an interactive whiteboard with sound and DVD facilities.
-  A Computing suite of desktops and each class is allocated a weekly slot to use this.
-  A trolley in school containing a class set of Ipads with internet access, which are available to use in the classrooms throughout the school day.
-  A Computing technician who is in school every Wednesday.

By using these resources, teachers will plan quality, engaging and challenging lessons, which are taught in sequence and link to prior learning. These lessons meet age related expectations in line with the National Curriculum.

We want the children to grow in confidence and continue to build on previously learnt skills as the progress through each year group at Picknalls.

At Picknalls, we use a Computing scheme designed by Entrust to ensure children receive a quality curriculum that meets all of the National Curriculum statements. We also use Project Evolve to cover all aspects of online safety and we teach these sessions alongside our Computing scheme.

In Early Years, children are regularly exposed to technology, often through play and continuous provision. Each class is given a weekly computer slot to familiarise themselves with the desktops and begin to prepare them for Year 1.

In Key Stage 1, the children will learn to understand what algorithms are, how they are implemented as programs and that programs execute by following instructions. They will be taught to create and debug simple programs and use logical reasoning to predict the behaviour of simple programs. They will be shown how to use a range of technology purposefully to create, organise, store, manipulate and retrieve digital content as well as recognise common uses of information technology beyond school. They will be taught to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

In Key Stage 2 the children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. They will use sequence, selection, and repetition in programs, use logical reasoning to explain how some simple algorithms work and correct errors in algorithms and programs. Children will be taught to understand computer networks, including the internet, and the opportunities they offer for communication and collaboration. They will use search technologies effectively, learn to appreciate how results are selected and ranked, and be discerning in evaluating digital content. Children will be taught to

select, use and combine a variety of software (including internet services) on a range of digital devices to create a range of programs, systems and content that accomplish given goals. They will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

There are many opportunities for these skills to be taught and linked to our topics that we teach through our Connected Curriculum.

Impact

Through implementing this creative, engaging and sequenced curriculum, the children at Picknalls will be digitally literate and able to join the rest of the world on its digital platform. Children will have the skills to use technology effectively in everyday life, but most importantly; they will know how to use it safely. As educators teaching Computing, one of our main priorities is ensuring that our children understand how to remain safe online and understanding situations and activities that may not be safe for them.

Computing has rapidly become a fundamental life skill to have and at Picknalls, we are passionate in ensuring that our children become confident in their abilities in Computing to aid them later in life.

Next Steps

-  Continue to implement the new scheme of work into the curriculum.
-  Support staff with the learning platform.
-  To support staff subject knowledge to ensure a good computing curriculum is being taught throughout school.
-  To work alongside outside agencies such as the computing hub to deliver CPD and staff meetings to enhance staff computing skills.
-  To attend training sessions to discover new equipment/programmes/apps we could use in school.

