



## Computing Intent, Implementation and Impact

*'Through the love of God, we protect our school community. Together we trust, hope, persevere and flourish on life's great adventures.'*

*'We need technology in every classroom and in every student and teacher's hand, because it is the pen and paper of our time, and it is the lens through which we experience much of our world.'*

David Warlick

### Computing – Intent:

At St Paul's we nurture courageous, respectful and enthusiastic learners. Through an exciting and progressive computing curriculum, children are provided with opportunities to develop critical thinking, creativity and team building skills. In line with the 2014 National Curriculum for Computing, our aim is to provide a high-quality computing education which equips children to understand how technology can help us and how it is changing the world. At St Paul's we believe children have the right to have rich, deep learning experiences that balance all the aspects of computing. The curriculum teaches children key knowledge and vocabulary needed to understand the subject areas and how to access this safely.

### Computing – Implementation:

Our computing curriculum is carefully designed to provide a structured and progressive learning journey for pupils from Reception to Year 6. It is based on the Early Years Foundation Stage (EYFS) Statutory Framework and National Curriculum for computing, which defines clear learning objectives and ensures a logical progression of skills and knowledge acquisition throughout the primary phase. Through the teaching and learning of the art curriculum pupils will have the opportunity to:

- In Early Years, computing activities are planned and woven through the curriculum using Mini Mash activities from Purple Mash, Bee Bots and Ipads.
- Children to complete online safety lessons throughout the year so they can protect themselves and their peers.
- Purple Mash is followed and adapted to the needs of the learners at St. Paul's.
- Working walls reflective of online safety and progression of computing lessons from Early Years to Year 6.
- Weekly computing lessons incorporate a recap of vocabulary used in the topic and new vocabulary. Each lesson includes a series of engaging learning tasks which build upon new skills learnt and can be adapted through 2Do activities.
- Identify and plan cross curriculum opportunities to teach children how computing knowledge can be applied in different areas of the curriculum and enhance their wider learning.
- Teachers to use quizzes at the end of each topic which can be used for formative and summative assessment.
- Children will progress through each year developing their computing knowledge, vocabulary and skills.

### Computing – Impact

In doing this, we hope pupils develop the essential skills needed to be successful citizens and contribute to their communities in a positive manner. Learners will be able to demonstrate a rich understanding of computing and effectively use their skills and knowledge that they have acquired in a respectful and safe manner.

In addition, we hope:

- Pupil will retain and recall their learning over time.
- Pupils are confident and able to partake in computing discussions and activities using subject specific vocabulary.
- Pupils are able to demonstrate patience and team working skills to solve problems, while applying critical thinking skills.
- Pupils can use computing skills across the curriculum.
- Pupils develop a moral compass; understand the idea of actions, consequences, and the impact on them and their communities.