St Jude's C of E Primary School's Subject Stories
Computing

'Technology is best when it brings people together.' Matt Mullenweg, Social Media Entrepreneur

Intent

We aim to prepare our children for a rapidly changing world through the use of technology at St Jude's. Our computing curriculum is designed to enable the children to use computational thinking and creativity to further understand our world, and prepare them effectively for secondary school and beyond.

In Computing, we are clear that Intent is the knowledge and skills the children acquire in our curriculum, which builds towards clearly defined end points.

Our curriculum design has deep links with mathematics, science, and design and technology. At the core of our computing curriculum is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, we intend for our children to use information technology to create programs, systems and a range of content. We aim to ensure that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

By the end of their time at St Jude's, we aspire for all of our children to be able to:

- Coding for a variety of practical and inventive purposes, including the application of ideas within other subjects.
- Connect with others safely and respectfully, understanding the need to act within the law and with moral and ethical integrity.
- Understanding the connected nature of devices.
- Communicate ideas well by using applications and devices throughout the curriculum.
- Collect, organise and manipulate data effectively.

Implementation

Computing skills are taught both discretely and cross-curricularly, supporting other areas of learning across the school. This begins in the Early Years; children in Reception learn about the technologically diverse world through the 'Understanding the World' area of learning. The children's learning of key computing knowledge and skills is taught through a balance of direct teaching and opportunities in the children's continuous provision.

This foundation is build upon in Key Stage 1, when the children are taught to use equipment and software confidently and purposefully, to communicate and handle information and to support their problem solving, recording and expressive skills. In Key Stage 2, our children extend their use of computing that they use for communication, investigation and programming and work to understand how to communicate safely. Our planned curriculum for digital literacy that includes online safety is broad in covering a range of issues including understanding current issues such as 'fake news' and 'body image'.

In Key Stage 1 and 2, our Computing curriculum is delivered through the exceptional scheme of learning designed by Teach Computing. This scheme of work provides challenging and innovative opportunities to immerse the children in all elements of the computing curriculum in creative ways. Every child receives one hour of skill-specific Computing provision a week, but our learning doesn't stop there. We utilise Chromebooks and iPads across the curriculum to enhance our children's learning experiences.

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We continue to value and embrace our role within the local community and partnerships with the Windmill Cluster and Connected Learning Centre. This ensures that best practice is shared and the children have the opportunity to collaborate with other children in other schools.

Impact

✓ Computing has a very high profile at our school. Our children are confident using a wide range of hardware and software, and are diligent learners who value online safety and respect when communicating with one another.
✓ Google Classroom is used weekly by children to access and complete their home learning. This ensures that the children are equipped with the relevant skills and are proficient at accessing remote learning when required.
✓ Our Online Safety team meet once a term to ensure Online Safety maintains its high profile at St Jude's.
✓ The Online Safety Mark inspection team found that *'the school provides opportunities to communicate and share best practice with the wider community. In its engagement with other agencies opportunities are developed to draw on a wider body of expertise and perspective that enhances its own computing curriculum provision'.*

If you were to walk into Computing lessons at St Jude's, you would see:

- Proficient users of technology who are able to work both independently and collaboratively.
- Computing hardware and software being utilised to enhance the learning outcomes of our children, across the curriculum.
- Clear progression in technical skills.
- A learning buzz as children engage in programming, instruct floor robots, prepare online safety presentations and design body confidence video campaigns.
- Confident and supportive Digital Leaders who are able to assist children and staff in delivering high quality Computing sessions.
- Collaboration and creativity as we utilise the G Suite for Education applications, and our wonderful new Chromebooks.

Pupil Voice

Year 4 Pupil: *'One of my favourite things about Computing is using our brand new iPads. The best app on there is the Puppet Story cartoon app. I used it to write my own comic strip last year. We also recorded and edited performance poems at the CLC'*

Year 2 Pupil: *'I enjoy taking photos using the iPad. In Reception we took photos of minibeasts and researched them on the internet.'*

An example of skill progression within our Computing curriculum

Computing aspect: Computational Thinking (Programming)						
Reception:	**Year 1:**	**Year 2:**	**Year 3:**	**Year 4:**	**Year 5:**	**Year 6:**
Programme a simple set of instructions →	Write a program on a digital device →	Write a program on a digital device using numbers (i.e. not just 'forward' but 'forward3') →	Independently spot when a program does not achieve a specific goal →	Write a program/code that uses a selection function →	Revise and improve programs to increase efficiency →	Write a program that uses multiple variables that interact with each other