Computing at Uxendon Manor Primary

Intent:

- To develop 'thinkers of the future' through an engaging and relevant high-quality Computing curriculum.
- To enable pupils to become computational and creative thinkers that will allow them to become active participants in the digital world.
- To empower children to understand how to use the ever-changing technology as tools for learning.
- To provide pupils with the opportunity to apply and develop what they have learnt across wider learning in the curriculum.
- To ensure that children understand the advantages and disadvantages associated with the online world, and develop as respectful, responsible and confident users of technology, aware of measures that can be taken to keep themselves and others safe online.

Implementation:

- Our Computing curriculum 'Rising Stars: Switched on Computing', has a number of key components, each of which we aim to teach and fully and instil the value of amongst our pupils. These are:
- Computer Science – Pupils are taught how digital systems work and how to put this knowledge to use through programming.
- Information Technology – Pupils are equipped to purposefully create programs, test, debug and find solutions (through the use of e.g. Scratch)
- Digital Literacy – Pupils are taught to be responsible, confident and creative users of technology.

LTP and MTPs linked to NC, ensuring a broad and balanced curriculum and a logically sequenced progression of knowledge and skills.

Continually maintaining and updating resources to ensure effective delivery of the National Curriculum and support the use of technology throughout the school. This includes:

- Computers and Interactive Smartboards in every classroom and group rooms to enhance and promote effective use of technology for learning. Additional computers in classrooms to support teaching & learning.
- Weekly Computing lessons timetabled for all classes in the Computing Suite.
- iPads per key stage for pupil use across the wider curriculum. iPads to support EAL/SEND learners.
- A range of programmable devices such as BeeBots, ProBots, VR sets.
- Microphones and accessories to promote pupils' ability to create content.
- Learning platforms including Google Classroom, SeeSaw, National Online Safety to promote learning in school and remotely through home access.
- Constantly evolving apps which lend itself to other areas of our curriculum- Mathletics, SPAG.com, Bug Club, Literacy Planet, Maths.co.uk.
- Service Team: Joskos (IT Solutions Provider)
- Extra-curricular clubs for KS1 and KS2 including Coding and Robotics to enhance computational thinking.
- Laptops to support those without access to digital devices, enabling them to access remote education.
- Class blogging platform across the school.

<u>Online Safety</u>

- Celebration of 'Safer Internet Day' across the school.
- Online workshops for parents and roll-out of National Online Safety. Parents are informed when issues relating to online safety arise and further support is provided if required.
- Staff CPD on Online Safety

Impact:

Evidence of progression and achievement will be seen in examples of pupils' work stored on the server. As a result of effective implementation, pupils will be able to apply their skills and knowledge in other areas of learning. Pupils will be able to share their knowledge of how to be a responsible user of technology through discussion when questioned. They will be prepared for the next stage in their lives, knowing how to be a responsible user of technology in the wider world and most importantly, know where to seek support.

Children enjoy and value the curriculum we deliver. They will be confident users of technology and will have a secure knowledge of the implications of technology and digital systems, which is constantly evolving.