

# Computing

*Flourish and grow with responsibility, respect and resilience.*

“As I have loved you, so you must love one another.”

John 13:34

## **Computing Intent:**

At Harleston CE Primary Academy, we believe that high-quality Computing lessons should engage children, make them problem solvers and develop their skills as fluent users of ICT, so increasing their self-confidence, resilience, creativity and a sense of achievement. Computing is an enjoyable learning experience and encourages children to use computational thinking and creativity to understand and change the world.

Computing allows children to learn with a broad mind, relate their learning to other areas and transfer their problem solving skills to other subjects and everyday life. Our teaching focuses on developing three core parts of Computing: Computer Science, Information Technology and Digital Literacy. The core of computing is Computer Science (CS) in which pupils are taught the principles of information and computation, how systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use Information Technology (IT) to create programs, systems and a range of content. Computing also ensures that pupils become Digitally Literate (DL) - 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 the digital world.

## **Implementation:**

- Clear and comprehensive scheme of work from Teach Computing that is aligned with the National Curriculum
- Children having the opportunity to use physical computing resources like Beebots, Crumble and the BBC micro:bit
- Everyone having access to their own Google Account at school or at home
- Use of Chromebooks and a Computer Suite of Neverware'd devices
- Access a wide range of online software

## **Impact:**

Our Computing Curriculum is high quality, well thought out and is planned to give children an excellent grounding in skills to support them into secondary school and life beyond education. If children are keeping up with the curriculum, they are deemed to be making good or better progress. In addition, we measure the impact of our curriculum through the following methods:

- Children will achieve age related expectations in Computing at the end of their cohort year
- Children will retain knowledge that is pertinent to Computing
- Children will have the opportunity to foster their imagination when coding and produced pieces of work using different software
- Children will be able to achieve the standards based on the planned outcomes
- A recorded assessment of learning for each unit which demonstrates progression across the school