



Pegswood Primary School

Computing

Intention – Why?

- To nurture an existing enthusiasm for computing, and instil a sense of enjoyment around using technology.
- To be enthusiastic and to work hard, in order to achieve their full potential and become digitally competent.
- To provide the widest and best educational opportunities possible, by striving to offer inspirational, challenging and creative learning opportunities.
- To help equip children for life in the digital world.
- To develop pupil's appreciation of the capabilities of technology and the opportunities technology offers to, create, manage, organise, and collaborate.
- To develop pupils' confidence when encountering new technology.
- To be responsible online citizens including developing their understanding of appropriate online behaviour and healthy use of technology.
- To know how to be safe online, in an ever-changing online social media world.
- To provide families with access to information and websites to support online safety at home.
- To use technology, which is current and updated regularly and supports teaching of the curriculum.

Implementation – How?

- We deliver the computing curriculum through Kapow: a scheme of work which covers three strands:
 - Computer science
 - Information technology
 - Digital literacy
- The Kapow Primary scheme is organised into five key areas, creating a cyclical route through which pupils can develop their computing knowledge and skills by revisiting and building on previous learning:
 - Computer systems and networks
 - Programming
 - Creating media
 - Data handling
 - Online safety
- The computing curriculum ensures a broad and balanced coverage of the National curriculum requirements and provide pupils with the opportunity to learn and apply transferable skills.
- Where meaningful, units have been created to link to other subjects such as science, art, and music to enable the development of further transferable skills and genuine cross-curricular learning.
- Lessons incorporate a range of teaching strategies from independent tasks, paired and group work as well as unplugged and digital activities.
- Lessons are engaging and appeal to those with a variety of learning styles.
- Differentiated guidance is available for every lesson to ensure that lessons can be accessed by all pupils and opportunities to stretch pupils' learning are available when required.

- Knowledge organisers for each unit support pupils in building a foundation of factual knowledge by encouraging recall of key facts and vocabulary.
- Each of the units of lessons include teacher videos to develop subject knowledge and to ensure that staff feel supported to deliver lessons of a high standard that ensure pupil progression.
- Hardware, software and iPad Apps are regularly audited through an ongoing upgrade program.
- We raise the profile of online safety with a robust whole school online and digital safety program, enhanced by assemblies, health and safety weeks, anti-bullying weeks, use of our RSE curriculum and current policies and procedures.

Impact – Wow!

- Progress is constantly monitored, through both formative and summative assessment opportunities.
- Pupils leave school equipped with a range of skills to enable them to succeed in their secondary education and be active participants in the ever-increasing digital world.
- Children are critical thinkers and understand how to make informed and appropriate digital choices in the future.
- Children understand the importance that computing will have going forward in both their educational and working life and in their social and personal futures.
- Children understand how to balance time spent on technology and time spent away from it in a healthy and appropriate manner.
- Children understand that technology helps to showcase their ideas and creativity. They know that different types of software and hardware can help them achieve a broad variety of artistic and practical aims.
- Children show a clear progression of technical skills across all areas of the National curriculum - computer science, information technology and digital literacy.
- Children are able to use technology both individually and as part of a collaborative team.
- Children are aware of online safety issues and protocols and be able to deal with any problems in a responsible and appropriate manner.
- Children have an awareness of developments in technology and have an idea of how current technologies work and relate to one another.
- Children meet the end of key stage expectations outlined in the National curriculum for computing.