



Computing Implementation Statement

Overall aim: To equip children with the skills needed to be a positive digital citizen in modern day Britain by using technology purposefully and responsibly.

The national curriculum in England

Key stages 1 and 2 framework document



Implementation of Computing

Computing is taught following the National Curriculum in Key Stage 1 and Key Stage 2. Computing is also taught in Early Years using a skills progression document developed with a scheme of learning. Digital Literacy and Computer Science units are taught discretely through dedicated 'days' to kick start and hook the children into the new area of learning. The Application of Information Technology is now successfully embedded across the curriculum. Skills such as word processing, digital art, animation, video creation and music are now aligned with opportunities in Religious Education, Art, Design Technology Geography, History, Science and even PE!

COLD



GOLD

Sticky knowledge

- Vocabulary: algorithm, code, programme, debug, personal information, authenticate, share
- Progression of skills through each year group from the strands of Computer Science, Application of I.T and Digital Literacy.
- Use of a variety of programs and devices to apply skills taught in a purposeful way

How are we meeting the needs of all learners?

- flexible groupings based on cold assessments and lesson impact
- Peer modelling and demonstrations
- fully accessible (typing, voice recording, text reading, text size, text colour)
- Physical/real life experiences of abstract concepts
- problem solving focus
- a variety of platforms to present and communicate e.g. Seesaw, Google Classroom, Apple Classroom apps

Links to core skills (language, reading, writing and maths)

- Maths: positional and directional language, data handling, spreadsheets
- English: Word processing, presentation, web design, ebooks, video, animation
- Art: Photography and Digital Art
- Music: Sustained listening, composition through Garage Band and Chrome Lab
- RHSE: Self Image and ID, Online Relationships and Reputation, Online Bullying, Managing Online Information, Health, Wellbeing & Lifestyle, Privacy & Security, Copyright & Ownership

Opportunities for enrichment

- Educational visits to The World
- Communicating with the wider world
- Sharing work with family
- Visitors to school
- Aspirations Day
- Industry visits