

Computing Intent, Implementation and Impact Statement

At St Paulinus, our Curriculum intent is driven by our Mission Statement, “To Love one another as I have loved you.”

We believe that our shared vision and aims for our curriculum can be summarised using an acronym for **love**, which is at the heart of what we do:

Learn

Opportunities

Value

Experiences

These ‘Love Values’ are central to our commitment to ensuring that all pupils receive the best possible education and can be visible across all curriculum areas, including Computing.

Intent - What do we aim for?

At St Paulinus Catholic Primary School, the teaching of Computing allows us to create future citizens who can use technology fluently and allows pupils to enjoy exploring different problems from the real world. All pupils have the right to study Computing as it gives them a sound footing in a world dominated by technology and problems; technology is everywhere and will play a pivotal part in students' lives and future job roles. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators and our broad curriculum encompassing Computer Science, Information Technology and Digital Literacy reflects this. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology to model positive use. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and by the end of Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

Implementation - What does Computing look like at St Paulinus?

We feel the majority of computing should be embedded across the curriculum. In order to achieve the outlined intentions, the Computing curriculum is reviewed through monitoring and evaluation by the Curriculum Leader and Senior Leadership Team. In our teaching of Computing we give students opportunities to access a variety of software, programs, and equipment in order to offer a range of appropriate challenges and experiences. Teachers demonstrate a high level of enthusiasm for the subject content and their expectations of the pupils are driven with the three core areas of Computing in mind:

- Computer Science – the understanding of coding and programming across a range of physical devices and digital resources.
- Information Technology – the range of skills required to operate and manipulate specific programs, systems, and content.
- Digital Literacy – the knowledge required to use technology safely and to evaluate and react to any potential risks of the online/digital world.

A key part of implementing our computing curriculum is to ensure that safety of our pupils is paramount. We take online safety very seriously and we aim to give children the necessary skills to keep themselves safe online. Children have a right to enjoy childhood online, to access safe online spaces and to benefit from all the opportunities that a connected world can bring them, appropriate to their age and stage.

Children build online resilience through the use of the ‘Project Evolve – Education for a Connected World’ framework. The framework aims to support and broaden the provision of online safety education, so that it is empowering, builds resilience and effects positive culture change. The objectives promote the development of safe and appropriate long-term behaviours, and support educators in shaping the culture within their setting and beyond.

The National Curriculum provides the basis for the progression grids and this content is then supplemented by additional resource banks, such as; NCCE, STEM, Education for a Connected World, Scratch and Barefoot. We also participate in ‘Internet Safety Week’ in which each class is provided with age appropriate texts and tasks. Embracing the enquiry-based learning ethos of our school cross-curricular opportunities are identified in order to ascertain links between termly topics and to ensure that Computing is not just seen as a standalone area. Staff are encouraged to share any gaps in their knowledge and skill sets to inform appropriate and individualised training/CPD.

Impact - What is the impact of our approach to computing at St Paulinus?

We encourage our children to enjoy and value the curriculum we deliver. We constantly ask the ‘why’ behind their learning and not just the ‘how’. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and wellbeing. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this. The way pupils showcase, share, celebrate and publish their work shows the impact of our curriculum. We also look for evidence through reviewing pupil’s knowledge and skills digitally through tools like Google Drive and observing learning regularly. Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes.

Our knowledge rich curriculum is balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists.