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**Computing at Wibsey Primary School**

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| **What our children learn in Computing (Intent)** |
| Within an ever changing and technological world we, at Wibsey Primary School, want pupils to be masters of technology. Technology is everywhere and will play a pivotal part in pupil's lives, and we aim to equip pupils to use computational thinking that will enable them to become active participants in the digital world. We want our children to thrive in the digital world of today, and tomorrow – they must be digitally literate. We model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators not consumers and our broad cumulative curriculum encompassing computer science, information technology, digital literacy and E-Safety 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 recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. Whilst ensuring they understand the advantages and disadvantages associated with online experiences, we want children to develop as respectful, responsible and confident users of technology, aware of measures that can be taken to keep themselves and others safe online.  Our aim is to provide a computing curriculum that is designed to balance acquiring a broad and deep knowledge alongside opportunities to apply skills in various digital contexts. Building our knowledge in Computing will allow pupils to effectively demonstrate their learning through the creative use of technology. Whilst we teach computing discreetly, we give pupils the opportunity to apply and develop what they have learnt in computing across the wider curriculum.  Our knowledge rich cumulative curriculum is balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists. Staff 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 aim that, by the end of their primary school education, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers. |
| **How our children learn in Computing (Implementation)** |
| At Wibsey Primary School we teach computing discretely with each class form Years 1 to 6 having a timetabled hour in the ICT suite. We also use computing as an additional tool within our lessons to help children become creative thinkers and access learning in a variety of ways. This provides opportunity for pupils to consolidate their computing skills across the curriculum.  We understand and value the importance of teaching children Computing form a young age. Children in EYFS follow the guidelines set out in the Technology section of the Understanding the World criteria in the Early Years Foundation Stage Framework. The criteria underpin our cumulative curriculum planning and we continually provide technology-based activities for the children in order to enhance their confidence in using different technologies. At Wibsey we understand the importance of learning through play and have invested in a range of technology in the classroom and outdoor areas for the children to have access to throughout the school day, to support and enhance their learning. The resources range from iPads, digital cameras, remote control cars, walkie-talkies, mark making boards and recording devices.  Across Key Stage 1 and Key Stage 2 we implement a progressive curriculum to ensure high standards of teaching and learning in computing. Computing is a foundation subject in the National Curriculum and at Wibsey, implementation of the computing curriculum is in line with 2014 Primary National Curriculum requirements for KS1 and KS2. This provides a broad framework and outlines the knowledge and skills taught in each key stage. Computing teaching at Wibsey is delivered through half-termly units. Teachers plan using the Purple Mash Scheme of Work, which highlights the knowledge, skills and vocabulary for each year group and ensures consistency and progression throughout the school.  Our Computing curriculum is broken down into four strands that make up the computing curriculum. These are Computer Science, Information Technology, Digital Literacy and E-Safety:   * Computer Science underlines the knowledge and skills relating to programming, coding, algorithms and computational thinking. * Information Technology underlines the knowledge and skills relating to communication, multimedia and data representation and handling. * Digital Literacy and E-Safety underline the knowledge and skills relating to online safety and technology uses, all of which are covered at Wibsey, combined with our unique Wibsey Skills for Life Curriculum. This can be taught in a combined manner or discreetly. |
| **How much difference does the Computing curriculum make to our children? (Impact)** |
| We encourage our children to enjoy and value the curriculum we deliver. We will 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 well - being.  Finding the right balance with technology is key to an effective education and a healthy life-style in line with our Wibsey skills for life curriculum. 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 will best show the impact of our curriculum.  We also look for evidence through reviewing pupil’s knowledge and skills digitally through snapshots and checkpoints in our curriculum model and observing learning regularly. Progress of our computing curriculum is demonstrated through outcomes for pupils and the record of coverage through work saved in pupils’ personal electronic folders; our children are well prepared for the next stage in their education.  By the end of Year 6 children will have developed the knowledge, skills and understanding to help them access and use a range of technology in a safe and creative way. Children’s skills will have progressed to enable them to not only have met the requirements of the National Curriculum but to also enjoy using technology to develop knowledge and ideas as well as express themselves safely and creatively as responsible citizens. Each year, a selection of children from Upper Key Stage 2 are chosen to become Digital Leaders. These children are trained to support children in their learning and with any issues that they may encounter online. |