Subject Leader Review - Computing

VISION

At St. Augustine of Canterbury Catholic Primary School, our vision is to embed computing in as many learning opportunities as possible, providing our children with concrete experiences of when and how they can use digital media in different aspects of their lives. In the ever-changing digital world, we aim to provide all children with not only the knowledge and skills to use the technology that exists today, but the life-long thinking skills and passion to continue to develop their love for computing through secondary school and beyond. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which children are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, children are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that children become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology. *Interwoven throughout the whole curriculum (including links with PSHE) are Online Safety themes where children learn how to use the internet, how to stay safe, how to behave and who they can talk to if they have a problem when they are online.*

INTENT: What we are teaching

We follow the 'Teach Computing Curriculum' for Key Stages 1 and 2. Each year group has one 'Computer systems and networks' unit, two 'Creating media' units, one 'Data and information' unit and two 'Programming' units. In some year groups these units include 'physical' computing. Links to online safety are made in each unit when appropriate and discrete teaching of online safety also takes place across the school throughout the year. Year R follow the curiosity approach and integrate computing into their teaching as and when appropriate with links to the EYFS framework.

IMPLEMENTATION: How we teach it

High quality teaching is used to appropriately pitch the Computing curriculum to our children; children in KS1 and KS2 have one lesson of Computing a week. They are taught how use a range of electronical and practical resources, such as; iPads, Laptops and BeeBots. Teachers follow a clearly sequenced and progressive program of study based on the National Curriculum and links are made to the class topic of learning; cross-curricular links allow children to experience how computing can fit into the wider world. Teachers plan using the 'Teach Computing Curriculum', which highlights the knowledge, skills and vocabulary for each year group and is progressive from year to year. Technological vocabulary is shared with the children for each Computing unit and previously learning is built upon through the use of concept maps which are revisited at the end of the topic, knowledge organisers are also referred to throughout the Computing topics. Online lessons are explicitly taught to develop children's knowledge and understanding of being safe online, for example, on Safer Internet Day.

IMPACT: What is working

- Teachers are happy with the 'Teach Computing' resources that we are using and have given positive verbal feedback about the lessons and the learning taking place.
- Children have been positive about Computing lessons and the Teach Computing lessons.
- The use of the laptops has had a very positive impact and has enabled whole class teaching of Computing to take place.
- Each child has their own Computing Book where concept maps, knowledge organisers and learning is evidenced.
- Key Stage 1 and EYFS have their own class Computing Book to share whole class learning.

Curriculum Leader Actions and Impact

Previous Improvement Actions and Impact	Current Actions and Implementation 2023/2024
To implement a new Computing Curriculum: the 'Teach Computing Curriculum'. This has ensured that we are meeting the requirements of the National Curriculum and has also increased staff confidence in teaching Computing. Each child to have their own computing book. This has ensured evidence is seen and the implementation of the curriculum is in line with the whole school curriculum map and Teach Computing scheme of work.	Reach out to computing companies/secondary schools to loan physical computing equipment (micro:bits and crumbles). To re-establish new 'digital leaders' in Year 5 and 6 who will help run National On-line Safety Day and lead lessons for other classes. To set up and run a 'Coding Club' led by Digital Leaders. To register for the 'BBC micro:bit next gen' project in order to be eligible to receive a school set of 30 micro:bits. To ensure every class has a computing display with vocabulary displayed.