

Computing Intent



Sunningwell CE Primary is aware of the importance of the Computing curriculum and our children's need to have a good understanding of a range of technology currently used in many areas of life. We acknowledge that future generations will rely heavily on their computational confidence and digital skills to support their progress within their chosen career paths. 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.

Implementation

Our Computing curriculum is based on the Rising Stars programme which is carefully sequenced for both coverage and progression. Every lesson in the scheme has been planned so that it can meet the needs of all our pupils. The scheme aligns with the National Curriculum. Where possible, computing is linked to other learning to embed ideas and make them relevant to the children. Computing will be taught in discrete computing lessons, but skills and practice may be supported through cross-curricular activities.

The scheme provides the rich vocabulary required to support children's computational thinking, opportunities to experience a range of tools and applications whilst ensuring that all learning builds towards achieving specific goals. It also provides a broad range of curriculum focused activities, tools, and programmes, which support and inspire learning.

Teachers regularly assess children's understanding through appropriate questioning and tasks. They will use this to adjust lessons accordingly to ensure that children have understood the content and have acquired the skills needed to do so. Because of the way our curriculum is sequenced, children get the opportunity to revisit many units of work across different phases.

EYFS

Children are provided with a range of opportunities to use different technologies in the classroom. They have opportunities to access the interactive white board, as well as Chromebooks to complete basic programs linked to phonics, maths, and art. The children are taught how to log in, use the touchpad, navigate, and click on the desired programme and how to go back and choose a new programme. Children are encouraged to reflect on where and how they interact with technology at home and in the wider world. Equipping the children with these skills and understanding supports them with their transition into Year 1 as they have already acquired some early computing skills.

Impact

Our curriculum ensures that children understand the role technology has in school and around the world. Children have a respect for technology and its uses and know how to use technology safely. By the end of each key stage, pupils are expected to know, apply, and understand the matters, skills and processes specified in the relevant programme of study. Learning walks and pupil interviews demonstrate that children are competent and safe users of IT and that they can retain prior knowledge and use relevant vocabulary.