



Computing at Eastfield Primary School

Eastfield Computing: A Statement of Intent

Our intent for the teaching and learning of Computing is that it should permeate the curriculum seamlessly, allowing our children to learn in creative ways and experiment with new ways of learning, and showing learning. We believe that Computing should be a 'tool' for learning, which children can choose to make use of when they decide to, and which can broaden and deepen the experience of learning. We aim to enhance teaching and learning throughout the school by fully integrating Computing across all aspects of the curriculum with a broad range of interactive technology.

We also aim to use technology to enhance connections with parents and the extended 'school community'. Finally, we will ensure that children can safeguard themselves effectively through ongoing teaching of online safety and striving to be aware of developing technologies in school. Effective Computing will allow our children to develop the necessary digital literacy and technological understanding needed to be a safe and positive digital citizen in the modern world.

Eastfield Computing: Implementation

At Eastfield, Computing is delivered through a weekly 1-hour lesson by class teachers in Years 1-6. This dedicated time gives the learners ample time to explore new concepts, learn new skills and discover new uses for technology. Our scheme of work for Computing is adapted from the 'Teach Computing' Curriculum and covers all aspects of the National Curriculum. This scheme was chosen as it has been created by subject experts and is based on the latest pedagogical research. It provides an innovative progression framework where computing content (concepts, knowledge, skills and objectives) has been organised into interconnected networks called learning graphs.

The curriculum aims to equip young people with the knowledge, skills and understanding they need to thrive in the digital world of today and the future. The curriculum can be broken down into 3 strands: computer science, information technology and digital literacy, with the aims of the curriculum reflecting this.

The national curriculum for computing aims to ensure all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation (Computer science)
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs to solve such problems (Computer science)

- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems (Information technology)
- are responsible, competent, confident and creative users of information and communication technology. (Digital literacy)

To ensure that our learners gain a wide variety of skills and experience with different technologies, we have invested in both Windows-based laptops and iPads and all year groups will use both devices throughout the year. This enables teaching to be both specific to software solutions and encourages learners to explore different solutions to problems using their broad experiences. The school also takes part in Safer Internet Day, in addition to discrete online safety teaching, to give a broader understanding of E-safety issues.

Computing progress is measured for each learner through age related expectations that are linked to the learning for each year group.

Computing planning is monitored by the Subject Leader termly.

Eastfield Computing: Impact

The effective teaching of Computing will impact Eastfield learners in these ways:

- They will be digitally literate and able to select from a range of tools and skills to create a digital outcome for a given task.
- They will understand that technology needs to be used with, and treated with, respect.
- They will have an understanding of how the internet works.
- They will understand the benefits and potential dangers of using the internet.
- They will help themselves and others to minimise the risks of being online and know how to manage any potentially dangerous incidents.
- They will understand the power of algorithms and how they impact our daily lives.
- They will be able to take creative approaches towards problem solving and use logical thinking to support their solutions.