



Greenfields Primary School computing Curriculum Statement

Intent Drivers – Our Core Values

Honesty

Empathy

Aspirational

Respect

Team

INTENT

At Greenfields we believe that computing skills should be taught as a separate subject. We also believe ICT should be taught, developed and reinforced through other subject areas. Children are growing up in an increasingly technological world. The ability to understand all aspects of computing is an essential life skill in the 21st century. This combined approach allows children the opportunity to practice and refine skills throughout their years at Greenfields.

We believe that high quality Computing lessons will inspire children to think innovatively and develop creative procedural understanding. Computing is a subject that provides children with the means of accessing the modern world and to express themselves creatively and practically. We want children to acquire the skills and knowledge of computing in a systematic way so that each child is able to produce results that demonstrate their achievements and be enabled to access the digital world while leaving a positive digital footprint.

Our school curriculum is built upon the National Curriculum and our chosen scheme is Purple Mash. This was selected because it provides a clear progression of all the skills and knowledge that we are required to teach. Many of our staff are non-specialist and it enables them to access the subject knowledge needed to be highly effective in their teaching of Computing.

IMPLEMENTATION

EYFS and National curriculum

In the Early Years the approach is through cross-curricular learning with an emphasis on hands on experiences and is assessed through the Understanding the World, Early Learning Goal. Teaching is through context-based and role play experiences using many resources such as I-Pads and programmable toys and using the interactive white-board.

Computer Science

KS1: To understand what algorithms are and that programs follow precise instructions.
They will create and debug simple programs.
They will use reasoning to predict the behaviour of simple programs.
KS2: To design and debug programs that accomplish specific goals.
Use sequence, selection and repetition in programs.
Use logical reasoning to explain how some simple algorithms work.
Understanding computer networks and how they can be used for communication.

Information Technology

KS1: They will use technology purposefully to create, organise, store, manipulate and retrieve digital content.
KS2: To search technologies effectively and be discerning in evaluating digital content.
To use a variety of software to collect, analyse evaluate and present data and information.

Digital Literacy

KS1: Being able to recognise common uses of information technology beyond school. To use technology safely and respectfully, keeping personal information private, while identifying where to go for help when they have concerns about online technologies.
KS2: To use technology safely, respectfully and responsibly; recognise acceptable and unacceptable behaviour; identify a range of ways to report concern about content and contact.

IMPACT

The impact of our Computing curriculum is that when children leave Greenfields, they will have a love of computing.

The impact of our curriculum will also be measured by how effectively it helps our pupils develop into well rounded individuals who embody our values and carry with them the knowledge, skills, and attitudes which will make them lifelong learners and valuable future citizens.