

Computing Curriculum Overview – Elmore Green Primary School

National Curriculum Computing Aims:

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

DfE Computing Programmes of Study, September 2013

Computing Curriculum Intent:

At Elmore Green primary school, we aim to ensure that all pupils can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation. We can analyse problems in computational terms, and have practical experience of writing computer programs in order to solve such problems. We aim for children to evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems as well as be able to apply what they have learnt across a wide range of different tasks. We aim for computing to be delivered in a thematic way, for children to apply what they learn to a variety of subjects and have immersive experiences within this delivery. Ultimately, we aim to develop children who are responsible, competent, confident users of information and communication technology who are able to solve any problem independently and creatively.

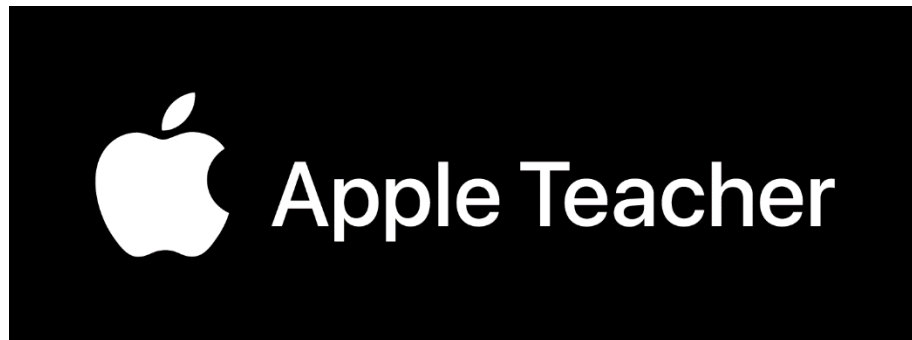
Computing Curriculum Implementation:

Each child at Elmore Green has an iPad that is theirs to use for the year. As they progress through the school, they will utilise the iPad more and more, until eventually, in Upper Key Stage 2, the work set will be paperless and be done exclusively on the iPad. Pupils are able to share their work with their parents using Class Dojo.

Computing is taught once a week as a discreet lesson from Year 1 to Year 6. This is taught from a bespoke curriculum, designed to meet the needs of our children, allowing them to utilise the hardware that we have in school.

This means that computing is utilised and revisited every day at Elmore Green, through all subjects, allowing children to gain a greater understanding of the computing curriculum that isn't confined to the dedicated computing lesson they have.

Quality teaching is provided throughout the school in computing, with the majority of staff being recognised as Apple Teachers. This is further enhanced by training delivered by the school ICT Co-Ordinator.



Computing Curriculum Impact:

Pupil Voice: Through discussion and feedback, children talk enthusiastically about their computing lessons and speak about how they love learning and utilising computing in all areas of the curriculum. They can articulate the context in which computing is being taught and relate this to real life purposes. Children show confidence adapting what they have learnt for different tasks and can select what app or program will fulfil a role.

Evidence in knowledge: Pupils know how and why Computing is used in the outside world and in the workplace. They know about different ways that Computing can be used to support their future potential. Children can demonstrate how to use an app and its functions, as well as explaining the advantages to using a certain app.

Evidence in skills: Pupils show a high level of pride in the presentation and understanding of their work in both Computing lessons and to the other curriculum areas where they have used Computing. Teachers plan a range of opportunities to use Computing across the entire curriculum.