Inspiring a love for lifelong learning

Computing Intent, Implementation and Impact Overview

At APPS we offer a broad and balanced curriculum in an innovative and exciting way. Our school vision of inspiring a lifelong love for learning supports the aim at Ashford Park (APPS) to equip all children with the relevant skills and knowledge that are required to understand the three core areas of Computing (Computer Science, Information Technology and Digital Literacy) and to offer a broad and balanced approach to providing quality first teaching of this subject. Through our work carried out with Nesta/EdTech, we have learnt that EdTech is the way forward.

In this ever-changing world, we endeavour to teach our children the skills to be successful adults in jobs that do not as yet exist, therefore we understand that it is essential that we provide teaching and learning opportunities for our children to analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.

Through our specific Computing teaching, supported by 'Switched On Computing' and Project Evolve, our children are taught to apply knowledge over time in a range of NC subjects. We will teach our children to evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems. We teach through a 'spiral' approach by sequencing the taught units, with themes recurring year by year. This provides ample opportunity for pupils to:

- consolidate technical skills
- achieve fluency with a range of key applications
- develop their knowledge and understanding of the principles that underpin digital technologies and the changing consequences of these for individuals and society.

We also work in partnership with 'Next Thing' within some KS2 year groups, to teach our children to become responsible, competent, confident and creative users of information and communication technology.

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Intent

Our Computing curriculum at APPS is designed to encourage aspirational digital citizens who understand how to use technology safely. Our computing and online safety curriculum is for our children, in their context and aims to provide explicit teaching of computing and online safety skills which can then be built into cross-curricular activities to consolidate these skills further.

We have worked hard to design a coherent curriculum that is clearly sequenced so that children make meaningful links between subjects and to prior learning. Each unit builds upon strong foundations of knowledge and provides children with the opportunity to apply new and established skills to a vast range of subject areas, situations and experiences.

Our pupils' personal and emotional development is paramount and is at the forefront of our minds when planning every aspect of school life. At Ashford Park, we recognise that the best prevention for issues related to technology/social media is through education. As a result of this, we have a carefully planned online safety curriculum which will ensure that in an ever-growing technological world, students at APPS will confidently understand and use the necessary skills and knowledge to keep themselves and others safe.

Implementation

In order to achieve the outlined aims, the Computing curriculum is continuously reviewed through monitoring and evaluation by the Subject Leader and Senior Leadership Team. Teachers demonstrate enthusiasm for the subject content and their expectations of the pupils are driven by the subject progression grid. This has been written with the three core areas of Computing in mind:

- **Computer Science** – the understanding of coding and programming across a range of physical devices and digital resources.
- **Information Technology** – the range of skills required to operate and manipulate specific programs, systems, and content.
- **Digital Literacy** – the knowledge required to use technology safely and to evaluate and react to any potential risks of the online/digital world.

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We follow a broad and balanced Computing curriculum that builds on previous learning and provides both support and challenge for learners. We are a research-informed school and therefore plan individual lessons with Rosenshine's Principles in mind. All classes will have a scheduled Computing lesson each week which allows us to provide frequent opportunities for practice and introduce new learning in small chunks, providing children with more effective opportunities for knowledge acquisition. Sessions are adapted to meet the requirements of a specific cohort and lesson content is frequently reviewed by class teachers and the subject lead. The curriculum provides a range of experiences and contexts for learning using relevant and up to date technologies, such as Chromebooks, laptops, Ipads and 'Now Press Play' headsets. To support our children's learning throughout the curriculum, technology is reinforced and enriched through learning experiences and opportunities for enhancing learning by using technology are always taken in all subject areas.

Impact

Within Computing we encourage a creative and collaborative environment in which pupils can learn to express and challenge themselves. At APPS the impact of our Computing curriculum itself will be assessed via the analysis of yearly progress data, conducting regular pupil voice sessions, lesson observations and skills audits. This will then inform future adaptions of the schemes of work and help to ensure that progression is evident throughout school.

It is the expectation that subject leads monitor their subject, provide feedback and re-visit to see the impact of teaching and learning on pupil achievement from the feedback provided. Through the impact of our monitoring, it is our expectation that our children are confident and discerning users of technology across the curriculum. Each unit contains an end of unit quiz, which is used to assess children's use and understanding of their learning to date. These outcomes will inform Target Tracker judgements made by the teachers.

In order to demonstrate that we have accomplished our aims, pupils at Ashford Park Primary School should:

- Be enthusiastic and confident in their approach towards Computing.
- Be able to identify the source of problems and work with perseverance to 'debug' them
- Know how to be kind, empathetic and responsible digital citizens.
- Have a secure understanding of the positive applications and specific risks associated with a broad range of digital technology

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- Have a clear, informed understanding of online risks, how to stay safe and how to report concerns.
- Have a good understanding of how to use coding to create a variety of outcomes or control physical processes.
- Have experience with using a variety of software and applications and how to create, investigate and present data.