Radleys Primary School

Computing Intent

Through our computing curriculum at Radleys Primary School we aim to give our pupils the life-skills that will enable them to embrace and utilise new technology in a socially responsible and safe way in order to flourish. We want our pupils to be able to operate in the 21st century workplace and we want them to know the career opportunities that will be open to them if they study Computing. We want children to become independent users of computing technologies, gaining confidence and enjoyment from their activities. We want the use of technology to support learning across the entire curriculum and to ensure that our curriculum is accessible to every child. Not only do we want them to be digitally literate and competent end-users of technology but through our computer science lessons we want them to develop creativity, resilience and problem-solving and critical thinking skills. We want our pupils to have a breadth of experience to develop their understanding of themselves as individuals within their community but also as members of a wider global community.

Through our Online Safety curriculum, we aim to equip our young people with the necessary knowledge , understanding and skills to be able to safely and responsibly navigate their online life, embracing the positives that the online world can bring whilst ensuring they treat themselves and others with respect.

Computing Implementation

At Radleys we use the Teach Computing scheme of work from Year 1-6, ensuring consistency and progression of skills. Our scheme enables clear coverage of the computing curriculum:

- Information Technology,
- Digital Literacy
- Computer Science.

A different topic is taught half termly, evidenced on our Long Term Plan. At the beginning of each year we also deliver a unit on 'basic skills'. These include:

- Year 1 – navigating a device, including logging on and mouse control
- Year 2 – inputting and editing text (Google Docs)
- Years 3 & 4 – Presentations (Google Slides)
- Years 5 & 6 – introduction to Spreadsheets (Google Sheets)

Discrete computing lessons take pace weekly and are delivered by the Computing co-ordinator. This ensures a consistent approach with high expectations, ensuring progression of skills between year groups and key stages.

The weekly computing lesson is supported by a programme of supplementary EdTech experiences, delivered by an external company. These include sessions such as: Micro: bit, programming with Crumble, Lego WeDo, Lego EV3 and film making.

Teachers are expected to develop computing capability through cross curricular use of ICT in core and foundation subjects.

We also use Google Workspace (formerly Gsuite) as a cross curricular tool, for use at home and during the school day. This is supplemented by a range of digital resources, chosen carefully to enhance the learning experience. These include:

- Purple Mash
- EdShed
- TimesTables Rockstars

We deliver Online Safety both through Computing and PSHE. This has been mapped against our PSHE scheme to ensure a joined up approach. Our curriculum is based on SWGfL's project EVOLVE resource, which is based on the Education for a Connected World document. Each half term the same theme is delivered across the school (e.g. online relationships). Assessments take place at the beginning and end of units to show progression in understanding. Our Online Safety provision is supported by an external consultant.

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Computing Impact
Our children enjoy and value Computing and know why they are doing things, not just how. Children will have developed the knowledge, skills and understanding to help them access and use a range of technology in a safe and creative way. Children will have developed skills that equip them to use computational thinking and creativity to understand and change the world. Children's skills will have progressed to enable them to not only have met the requirements of the National Curriculum but to also enjoy using technology to develop knowledge and ideas as well as express themselves safely and creatively as responsible citizens Progress in Computing is demonstrated through regularly reviewing and scrutinising children's work, in accordance with our assessment policy to ensure that progression of skills is taking place. Namely through: • Looking at pupils' work, especially over time as they gain skills and knowledge • Observing how they perform in lessons • Talking to them about what they know. The Computing curriculum will contribute to children's personal development in creativity, independence, judgement and self-reflection. This would be seen in them being able to talk confidently about their work, and sharing their work with others.