COMPUTING STATEMENT

What do we mean by Computing?

'A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming… Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.' *Excerpt from the 2014 National Curriculum Computing Programme of Study.*

Why Computing?

Computing is now an integral part of life for our children and young people. There is conclusive evidence that effective use of ICT raises attainment and enhances learning and teaching. We aim to ensure that the pupils at Intack Primary School receive an education which takes account of the relevance of computing in our society. Through following the progression of skills and capabilities, our children will be able to use a variety of technology confidently and effectively. They will also learn to apply the knowledge and skills they have acquired across other curricular areas.

Statement of Aims

We aim to ensure all pupils have access to a robust and challenging computing curriculum that takes account of the wide range of skills, experience and prior learning our children bring with them by:

- Developing skills, knowledge and capability through systematic, appropriately challenging activities.
- Developing the skills and knowledge, necessary to achieve the Foundation Stage early learning goals in the Area of Learning and Development, Understanding of the World - Technology.
- Providing opportunities to use technology in a variety of curricular areas.
- Fostering positive attitudes towards technology and modelling effective use of digital resources and equipment.
- Promoting excellence and enjoyment through the innovative and effective use of technology to support teaching and learning.
- Ensuring all pupils and staff have an understanding of e-safety at a level appropriate to their age or role.

THE COMPUTING CURRICULUM

Technology is used as a tool to enhance learning and creativity throughout the whole curriculum and to support wider school priorities.

Foundation Stage

Opportunities for the use of ICT including role play are identified in continuous provision planning.

Key Stages 1 and 2

Currently, children in Key Stage 1 and Key Stage 2, follow a scheme that has been developed since the new National Curriculum in 2014. This ensures an appropriate level of challenge and breadth of access to equipment and resources, and has been adapted to fit in with the topics from our "Creative Curriculum".

The schemes are based around the following areas of capability:

- Computer Science
- Communicating and sharing ideas using digital technology*
- Finding, collecting storing and organising and interpreting information*
- Communicating and sharing ideas using digital technology*

* Areas relating to digital literacy

E-Safety is interlinked throughout the schemes, although elements of e-safety may be taught in other subjects or as part of a whole school programme. Further details are included in the esafety policy.

Currently, computing is taught to KS1 and KS2 as block unit, consisting of 6 lessons in one week; however it is expected that class teachers use technology across the curriculum to enhance their subject teaching.

ACCESS TO THE CURRICULUM

A computer and interactive display screen is available in each classroom to ensure easy access and integration into general work. In addition to this, all year groups, including Foundation Stage, have access to twelve iPads to support cross curriculum work and computing where appropriate. Larger year groups, currently Y1 and Y3, have access to 15 iPads. A set of sixteen Toshiba laptops are available on a time table and 6 other Toshiba laptops can be booked out.

All children are given access to a range of other technology, e.g. digital cameras, sound recorders and Beebots. The use of technology in the world around us is reflected where appropriate in the Foundation Stage and key stage 1 role play areas.