

Computing

Intent, Implementation and Impact

Intent

At Wingrave Church of England School, we want pupils to embrace technology across our curriculum. Technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to experience a broad curriculum encompassing computer science, information technology and digital literacy. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology, including social media to model positive use. We recognise that the best prevention for many issues we currently see with technology/social media is through education.

We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We acknowledge that young people are often far more confident in their use of technology than their teachers or parents and therein lies an opportunity to learn, coach and collaborate together. We want our pupils to be fluent with a range of tools to best express their understanding by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers. Online safety is an area that we as a school feel is extremely important for children to be knowledgeable about and is therefore taught in stand-alone lessons within our Computing curriculum but is also woven into many other units of computing and other subject areas.

Implementation

We use the Kapow scheme of learning to meet the national curriculum programme of study for computing. There are five main areas which are: computing systems and networks, programming, creating media, data handling and online safety. In addition, Year two to year 6 use the Lego Spike programme of learning. These programmes combined, ensure that the national curriculum strands of computer science, information technology and digital literacy are covered in an engaging and exciting manner. The condensed version of the Kapow units ensure that teachers can teach computing across the different units, either weekly or as a block. This also allows for teachers to adapt the units, making links with other subjects, cross-curricular opportunities and the development of transferable skills.

Impact

Computing at Wingrave Church of England School enables children to leave school as confident and safe users of technology in the ever-increasing digital world. They will have a range of skills to enable them to succeed in their transition to secondary education. Children will be able to make informed and appropriate digital choices in the future and be able to take responsibility when considering their online safety in an appropriate manner. They will understand the importance that computing will have on their education, working life, social and personal futures. Children will be confident in using different types of software and hardware to showcase their ideas in a creative and curious way. They will be able to use technology individually and as part of a collaborative team.



“The Kingdom of Heaven is like a tiny mustard seed planted in a field. It is the smallest of all seeds but becomes the largest of plants, and grows into a tree where birds can come and find shelter.”
Matthew 13:31-32