

Computing at Catshill First School and Nursery

Aims:

Children receive rich, deep learning experiences as part of our Computing curriculum. With technology playing such a significant role in society today, we believe 'Computational Thinking' (problem solving, analysing and evaluating) is a skill children must be taught if they are to be able to participate effectively and safely in this digital world.

BE READY: Our Computing curriculum prepares all our children for the ever changing world of technology and enables children to become digitally literate, thus readying them for the future workplace. Computing unlocks so many opportunities and we encourage our pupils to strive for their own career aspirations, showing them how computing at school can support that journey.

BE RESPECTFUL: We aim to provide resources and develop skills that will serve them well as they progress in life; we want pupils to become confident, capable digital leaders and use their skills effectively. Our Computing curriculum is varied and links to other areas of learning to encourage pupils to put what they have learned into practice.

BE SAFE: We have a strong ethos of online safety, ensuring our children know how to report things that upset them, and how to keep themselves and others safe.

BE KIND: we teach pupils about their responsibility for the online safety of others. They will know how what they post online affects others and to always THINK before posting.



What you will see:

Computing lessons are usually conducted in the classroom using Chromebooks. Lessons link with other areas of the curriculum and aim to develop skills to produce work that can be shared both digitally and by printing. All year groups have access to iPads that are used creatively for interventions, enrichment and recording. Lessons are planned in blocks using [Teach Computing](#) units from Year 1 to Year 4 each half term and cover the National Curriculum in [computer science, information technology and digital literacy](#).

In the [Early Years Foundation Stage \(EYFS\)](#), Computing is introduced through PSED and communication activities. The children learn to sequence pictures, sounds and instructions. They begin to recognise uses of technology and have access to iPads, Beebots and the class computer. As children progress through KS1, they learn to log in using their class (Y1), then personal (Y2) ID, and understand the online safety issues related to this. They begin to save and retrieve their work, developing typing and image manipulation. They learn to debug algorithms and make predictions using physical computing (Beebots). In KS2 children develop computer science further using Scratch and Turtle Playground. They learn to write their own algorithms and set challenges for others. We also have regular online safety lessons (every half term) to ensure pupils are able to access the internet safely and know how to protect themselves and others. We have recently introduced [Project Evolve](#) in our online safety curriculum (Dec 2021). We discuss information sharing and how stranger danger can be linked to online activity.

Our wider curriculum aims to develop knowledge and skills in a purposeful way and this is evident in our teaching of Computing throughout the school; children produce Google Docs, Google Slides and videos to link with their learning in other subjects. They use digital images to explore art and are also able to read and type their English work which helps with spelling and editing. Pupils' independence is greatly enhanced by using computing across the curriculum, including use of apps such as Times Table Rockstars and Rising Stars.

Ensuring this is put into practice:

Learning is monitored and assessed by class teachers and verbal feedback allows pupils to progress in the moment. Progression books enable the Subject Leader to monitor development across the school. Pupils have Google Drive accounts and share their work with their class teacher for marking and assessment. Computing is assessed termly for Years 1 to 4 by class teachers. Work is also documented in topic books - physical computing such as Beebots and evaluation forms to summarise learning. We share work online through the website and a school presence on social media.