

Computing Subject on a page

Excellence through enjoyment

Curiosity and enjoyment of Computing is fostered through engaging activities, including workshops, special events, competitions and clubs.



Intent - We aim to:

Equip children with the skills to safely navigate the digital world and become responsible digital citizens.

Empower children to effectively and responsibly communicate using technology.

Create curious learners who question and explore the technological world around them.

Develop logical and resilient children through teaching problem solving across all applications.

Use technology as a tool to develop and enhance other curriculum areas.

Implementation - How do we achieve our aims?

Sequence of Learning

- Units of teaching have been carefully sequenced to ensure clear progression through interconnected skills. The units are based on a spiral curriculum, meaning that each of the computing strands is revisited regularly; pupils revisit each theme through a new unit that consolidates and builds on prior learning within that strand

Internet Safety

- Internet safety is taught through the whole computing curriculum as well as explicitly where necessary. Children are taught how to use technology safely, respectfully and responsibly, to promote healthy and positive relationships and to recognise acceptable/unacceptable behaviour and identify ways to report concerns about content and contact

Computer Science

- Children are taught how to both read code and write algorithms in order to make something happen. 'Debugging' code is a means to embed learning and understanding. In KS1 children explore Bee-bots and use Scratch. In KS2 these skills are further developed through Scratch and physical computing including micro-bits

Effective Pedagogy

- At Foxmoor, we use the Teach Computing curriculum which draws on up-to-date research by the National Centre for Computing Education. The curriculum is underpinned by 12 principles of Computing pedagogy that sit at the heart of our teaching and learning

Information Technology

- In Key Stage One, pupils learn basic skills of creating, organising, storing, manipulating and retrieving digital content. In KS2 pupils work with increasing independence to select, use and combine a variety of software including internet services. We believe children should be able to demonstrate their skills across all areas of the curriculum.

Assessment

- Teachers will use Assessment for Learning throughout a unit to inform adapted teaching and to support development of ideas and skills allowing all children to make progress from their individual starting points. Key tasks are used in each unit to allow pupils to demonstrate learning and for teacher's to make a summative assessment

Impact - How will we know when we have achieved our aims?

Children are able to articulate and demonstrate how to stay safe in a digital world.

All children are enthusiastic and proud of their achievements in Computing.

Children are equipped with the ability to recognise, analyse and resolve problems.

Children select and use technology purposefully in order to communicate in a variety of ways.

Children demonstrate understanding through the use of age-appropriate vocabulary and terms.