

## ‘Shine like stars’ Philippians 2:15

*All of our curriculum is designed so all children have the opportunity to grow and develop the gifts that God has given to them and to know their value and worth in His world.*

### Computing Vision Statement

#### Intent

At **Lowdham CofE Primary School**, we believe it is essential for children to leave Primary School with the skills needed to navigate their way around the expansive world of technology. In this ever-changing society, technology will play a huge part in our children’s lives and it is therefore crucial that we prepare them for this. We would be doing our children an injustice if they were not I.C.T literate by Year 6!

The intention of the computing curriculum at Lowdham CofE Primary School is for children to explore the wonders of technology! Developing positive attitudes to this subject is easy, as children love to use computers, iPads and other I.C.T equipment. What is essential though, is for children to use technology as more than something where you win points, race cars or build houses out of blocks. Technology can be used in all areas of the curriculum and these skills are what we endeavour to develop. I.C.T should be used as both a supplementary subject to support learning and as a subject in its own right.

#### Implementation

We have recently purchased Purple Mash to help with the confidence of the teaching and learning of computing across the whole school.

Our I.C.T curriculum is based on four key skills: **Information technology** (technology in the real world), **digital literacy** (purposeful application), **computer science** (coding), and **e-safety**. These four areas are taught from the EYFS upwards. It is also imperative that progression spans year groups and that there is a level of challenge for all abilities. Children in Year 1 may begin to know what algorithms are and how they are used, whereas children in Year 5 will design and write programmes that control simulations and physical systems. It is also our intent to use technology in all areas of the curriculum to present and embed our learning. Children may use word processing in Literacy, Digimap in Geography, Mathletics games in Maths, iPads to take photos and videos in RE and websites to research in History. It is also important to appreciate that whilst technology has its advantages, it can also have a negative impact on people’s lives. It is our responsibility to teach children the skills and understanding of how to stay safe online. Every child now has their own Google account which will allow them to be part of Google Classroom with access to applications like Google docs and Google slides. Children also have accounts for Espresso Coding, Phonics Bug and Teach your Monster to Read in KS1 (an online reading and phonics resource) Times Tables Rockstars in KS2 (an online times tables resource) and Mathletics (an online maths resource).

#### Impact

Whilst there is no formal summative assessment of children’s use of I.C.T, their skills are assessed against the National Curriculum skills for the subject. Teachers use a combination of Purple Mash planning and key skills progression sheets to plan and teach lessons, ensuring a variable level of challenge for all.