

Teach skills that progress from EYFS to Year 6

To know how to keep themselves safer online

Equip pupils with knowledge and understanding of the technology around them

Enable pupils to develop positive attitudes to computing

Gain and deploy skills needed in all areas of the curriculum

Encourage pupils to respect others online

 **IMPLEMENTATION – How do we achieve our aims?**

### Planning:

Computing is planned using Purple Mash and Espresso Coding. Each class has six or seven discrete units to cover during the year. Classes all cover units in the three key areas of the Computing curriculum; computer science, information technology and digital literacy. All pupils (including FS2) complete one or two sessions of online safety each half term. This is planned using Project Evolve and is based upon the eight strands in the Educated for a Connected World document (2020).

**Recording:** Children each have a login for Purple Mash and Espresso and work is saved to their own folder or a class folder depending on the task. Online safety lessons are photographed and shared on Class Dojo to families, with a simple summary of the learning so that this can be reinforced at home.

**Assessment:** Computing is assessed at the end of each half-termly unit using an assessment grid which links directly to the objectives used for planning. These objectives are taken from the Purple Mash and espresso objectives used for planning. Teachers use their professional judgement based on both observed completed tasks and oral responses.

### Vocabulary:

Developing the use of the correct vocabulary in Computing is crucial and so key vocab is identified and listed for each unit of learning. This is then used to assess knowledge and enables pupils to express and communicate their understanding and knowledge clearly and effectively.

**EYFS:** There are no specific ELG that include computing, however our children's journey in Computing still starts in EYFS which is why our progression document begins here. We have a number of PCs with simple Purple Mash programmes, iPads, Blubots, and an IWB that are available for FS2 pupils to use. The ELG that reflects the use of this technology is 'Understanding the World'.

### Values: 'SHINE LIKE STARS'

**Love others:** Kind and respectful online **Reach out:** we help those around us to access activities **Everyone join in:** Everybody can be involved and share devices **Never give up:** even when we find it hard we keep trying **Always do your best:** work hard

**SEND:** Our children with SEND access the Computing curriculum through careful teacher assessment. Lessons are planned and resourced to enable all children to access their learning at an appropriate level, helping them to engage and be challenged. Many children with special educational needs are able to join in with practical tasks when working with a partner or using programmes that play audible instructions. Often children who find core subjects more challenging show that they can excel in Computing because it feels fun and exciting.

 **IMPACT – How do we know if we've achieved our aims?**

Online folders show progression of what is taught

Children can express what they should or shouldn't share online and why

Children can discuss the technology they use and have the skills to use it

Children are enthusiastic about computing and excited to learn new skills

Children can use IT across the curriculum and beyond computing lessons.

Children are aware of the impact their words and actions online can have on others