

Intent

To provide an accessible and inclusive curriculum which encourages all children to become digitally competent through developing computing skills and knowledge. To provide a broad and balanced computing curriculum encompassing computer science, information technology, digital literacy and e-safety. To ensure children become confident and competent users of technology who understand how to use technology positively, responsibly and safely.

Implementation

Pupils are taught through discrete computing lessons and within the other subjects in the curriculum. They use their technology skills to create content, carry out internet research and further develop their knowledge of subjects by using technology in and out of the classroom. In Foundation Stage children are taught to recognise and handle technology through hands on activities planned by teachers, as well as within continuous provision. In KS1 and Lower KS2 Mark First School follows the Teaching Computing scheme.

Teachers are encouraged to use the online planning, including online safety planning, alongside PSHE lessons, to enable them to teach the specific skills as well as adapt them to the subjects being taught across the curriculum in their own year group. The Chromebooks, iPads, Bee-Bots and Microbits enable the teachers to provide the children with a wide variety of experiences and different technologies to meet the intent of the computing curriculum. Digital Leaders (pupils) from KS2 meet once per half term to learn from and support the Computing Lead, as well as support and help Teachers and other children with minor technological difficulties on a day to day base. They discuss school technology issues, create whole school resources, look after and maintain the hardware and give assemblies on how to be safe online.

Impact

Through the implementation of the Teach Computing Curriculum the children will develop their ability to use technology competently and safely. Throughout the whole school they will use a variety of types of technology and will know and be able to confidently verbalise how to use technology to solve problems using a rich variety of appropriate vocabulary. The impact will be seen in children's ability to apply skills such as computational thinking and problem solving to other areas across the curriculum. The computing curriculum also supports children's development by increasing confidence and self-esteem, learning leadership, teamwork, concentration and enabling them to contribute to the school and wider community.

Assessment will be made against the learning objectives of the National Curriculum and as well as the Teach Computing Rubrics. These are based on teacher judgements based on observations, discussions with the children and work produced. The impact will be monitored by the Subject leader through teaching observations and planning.