

# COMPUTING AT MILE CROSS PRIMARY



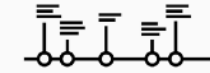
## Big Ideas

Our computing curriculum aims to create engagement, understanding and creativity and in a subject that increasingly changes and shapes our world.

We want to enable children to be fully prepared for the modern world, to be digitally literate and master computational thinking.

The school follows the Teach Computing Curriculum which develops learning across four themes which are:

- Computing Systems and Networks
- Creating Media
- Programming
- Data



## CONTENT & SEQUENCING

- In EYFS, children are given opportunities to organise information; operate equipment including floor robots to make things happen; explore software and websites; use software and equipment to draw and observations through sound and photographs
- In KS1, children understand what algorithms are; create and debug simple programs; use logical reasoning to predict the behaviour of simple programs; use technology purposefully to create, organise, store, manipulate and retrieve digital content; recognise common uses of information technology beyond school; use technology safely and respectfully.
- In KS2, children use sequence, selection and repetition in programs; work with variables; use logical reasoning to explain how some simple algorithms work; understand computer networks including the internet; use search technologies effectively; select a variety of software and digital devices including collecting, analysing, evaluating and presenting data; use technology safely, respectfully and responsibly.



## RESOURCES

- High quality resources are available throughout the school for children to develop their learning. The school provides excellent access to iPads in every year group as well as a state top the art Computing Suite. At least 1:2 access to an iPad is always available in KS2 in many lessons, in addition to Computing to offer a blended approach.



## RETRIEVAL

- Links between lessons on themes that repeat across all year groups so that children are able to master their skills.
- Numerous opportunities for children are available to develop their computing skills in other curriculum lessons due to excellent access to technology.



## PROGRESS

- Units of work are sequenced along themes that build on work from previous years.
- Children comment on, assess and evaluate their own and peer's work.
- Children are assessed termly by their teachers and, from this, groups of children are identified who need support to improve or further extend their learning.



## SUPPORT

- Children are given additional opportunities to practise skills prior to lessons.
- Technology is incorporated into most lessons across all subjects which give children further opportunities to develop their skills.
- We use in programming lessons the 'predict, run, investigate, modify, make (PRIMM) approach top scaffold learning.
- A digital leaders' programme is available for children who excel in the subject.