



Curriculum Intent:

With technology being at the forefront of today's society, it is important that Computing is embraced and pupils can access a rich, broad and balanced computing curriculum. We aim to ensure every child can **enjoy and succeed** in computing, providing a **creative and engaging** curriculum which highlights the real-life application of technology in ways relevant to pupils.

Our curriculum is designed to:

- develop resilience, persistence, **independence** and **confidence** in our pupils computing abilities
- develop real life skills that are transferable to the ever-evolving challenges of life.

We believe that mastery in computing is the acquisition of a deep, long-term, secure and adaptable understanding of the subject. This is demonstrated by how skilfully pupils can apply their learning in computing to new situations in unfamiliar contexts.

All pupils are encouraged to **believe in their ability to master computing** and are empowered **to succeed through curiosity**, tinkering and perseverance.

Our [Curriculum Golden Threads - Diversity Drivers, Wellbeing Warriors](#) and [Planet Protectors](#) are interwoven throughout lessons.

Curriculum Implementation:

- Our Computing curriculum covers three categories of knowledge: [Computer Science](#) (algorithms and programming, data and

systems), [Information Technology](#) (software and uses) and [Digital Literacy](#) (searching and e-safety)

- Our Computing curriculum is implemented through the [Purple Mash & NCCE Computing units](#).
 - A long term plan ensures that a web of knowledge is built up to boost a pupil's capacity to analyse concepts.
 - Skills and knowledge is progressive with concepts built upon through topics and year groups.
 - Computing is timetabled every term with some units lasting 2-3 weeks and others the whole term.
 - Chromebooks, laptops and iPads are available for use along with Beebots/Pro-bots to provide engaging opportunities to introduce Computer Science.
 - Vulnerable groups of learners are supported through appropriate support and stretch challenges are used based on assessment for learning; this ensures the needs of all learners are met.
 - Opportunities for curriculum adaptation and challenge, pre teaching and interventions for those children who may require it, including those with SEN, throughout a topic or prior to a new topic being taught.
 - Pupils' work is saved on Google Classroom and Purple Mash.
 - [Enrichment opportunities](#) are used to help support the learning of Digital Literacy such as visits from the police community safety officer and participation in National Online Safety Day.
 - Pupils in Years 2 - 6 participate in [Safe Stay Safe Partnership's](#) workshops on Digital Literacy.
 - Parents workshops on online safety take place/are promoted along with the National Online Safety [#WakeUpWednesday campaign](#).
 - Our Online Safety Policy is issued to all parents and staff annually to ensure everyone is clear about safe use of digital devices.
-



The Spire Federation - Computing Curriculum Intent, Implementation & Impact

Curriculum Impact:

We encourage our children to enjoy and value the curriculum we deliver. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well-being. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond.

The way pupils showcase, share, celebrate and publish their work shows the impact of our curriculum. Assessment for Learning informs teacher assessments and we also look for evidence through reviewing pupil's knowledge and skills digitally through tools like Google Classroom and Purple Mash.

Progress of our computing curriculum is demonstrated through outcomes and teacher assessment information is recorded on the progress tracker available on our Google drive.

KS1 Computing											
KS1 Computing											
Pupils should be taught to:											
understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions											
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; keeping personal information private; identify where to go for help and support when they have concerns about content or conduct on the internet or other online											
% target met	0%	1%	2%	3%	4%	5%	6%	7%	8%	9%	10%
% working towards	0%	1%	2%	3%	4%	5%	6%	7%	8%	9%	10%

Pupil voice is obtained to inform practice and celebrate achievements.

Our Golden Threads are interwoven through our Computing Curriculum:

- **Diversity Drivers** - apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems.
- **Wellbeing Warriors** – Digital literacy skills to promote mental, physical and emotional well-being.
- **Planet Protectors** – understanding how the use of technology can impact on the environment.

