Computing
Intent Statement

It is through our computing curriculum at The Bythams Primary School we aim to give our pupils the life-skills that will enable them to embrace and utilise new technology in a socially responsible and safe way in order to flourish. We want our pupils to be able to operate in the 21st century workplace and we want them to know the career opportunities that will be open to them if they study computing. We want children to become autonomous, independent users of computing technologies, gaining confidence and enjoyment from their activities. We want the use of technology to support learning across the entire curriculum and to ensure that our curriculum is accessible to every child. Not only do we want them to be digitally literate and competent end-users of technology but through our computer science lessons we want them to develop creativity, resilience and problem-solving and critical thinking skills. We want our pupils to have a breadth of experience to develop their understanding of themselves as individuals within their community but also as members of a wider global community and as responsible digital citizens.

Implementation Statement

At the Bythams Primary School, computing is taught in a mixture of cross curricular lessons and computing lessons where the key skills are being taught. The computing curriculum is delivered through our own scheme of work which was based initially on Cornerstone's lessons and topics but it has been adapted to suit our own skills and needs. The lessons in our scheme have been planned so that it can be effectively taught using the infrastructure we have in place at school and so that it can meet the needs of all our pupils. Our scheme has been closely referenced against the 2014 National Curriculum attainment targets in order to ensure progression and coverage. Each term, we alternate between lessons being taught as projects, with a high-quality outcome, and discreet one-off lessons. Teaching discreet lessons means that the children are able to develop depth in their knowledge and skills by focusing on the curriculum skills of information technology, digital literacy and computer science. Teaching projects gives them a purpose and a reason to use these skills in an engaging way which links to their topics. Where appropriate,

meaningful links will be made between the computing curriculum and the wider curriculum. In computing lessons, the children will use either the IPads or laptops to access a range of apps and software. We also have available other means of coding and programming such as Lego We-Do kits, Spheros, Bee Bots and green screen equipment. Children will be given feedback and ways to improve their work either verbally or via Google Classrooms, which is our learning platform we are developing into the schools daily practice.