Ridgewell C of E Primary School - Computing - Subject on a Page

Impact – Computing

Children talk about their learning in Computing using appropriate and technical vocabulary

Children understand how to be safe online and in the digital world

Children demonstrate an interest of technology and applications and know how to use these within daily life

Implementation – Computing

High quality teaching that is appropriately pitched to individuals

Children to learn to use a range of electronic and practical resources, such as; IPads, Fire Tablets, laptops, BeeBots

Specific teaching of vocabulary to support understanding and enrich children's language

Children have an understanding of their digital footprint and the impact of this

Children are confident in using and understanding technology in our digital world

Follow a clearly sequenced and progressive program of study based on the NCCE Scheme of Work, National Curriculum and Chris Quigley objectives.

Intent – Computing

- For children to have the skills required to communicate, collect, connect and code.

- To provide children with guidance and support to develop their understanding of how to stay safe online in the digital world.
- Provide opportunity for children to discover an interest and potential unique talents in computing, build confidence and nurture well-being.
- Allow children to be digitally literate and ready for the next stage in their lives
- Communicate ideas well by utilising appliances and devices throughout all areas of the curriculum.
- Widen children's vocabulary both in terms of technical language but also descriptive language through their experiences in computing

Children given opportunity develop a range of computing skills – using the 4 C's of Computing (Coding, Communicate, Collect, Connect)

Children can apply their computing knowledge to other areas of learning

Children are prepared for the next stage of their Computing learning and are able to further apply these computing skills

Outcomes at the end of Key Stage 2 are in line with other subjects and progress in computing is evident

Cross-curricular links used to allow children to experience how computing can fit into the wider world

E-safety lessons are explicitly taught to develop children's knowledge and understanding of being safe online

Succinct assessment based on key milestones supported by Chris Quigley Essentials curriculum which ensures learning is well pitched and matched to individual needs

Pupils increase their use of computing and technical vocabulary across the curriculum

Children have an understanding of how computing impacts on daily life and the wider community