

Computing Curriculum Statement

INTENT

Purpose of Study

At St John Fisher and Thomas More Catholic Primary school, it is our intent to prepare our pupils for the digital world ahead of them. Through computing we will equip our children with the critical thinking and problem solving skills necessary to participate in the rapidly changing world of technology.

It is our intention to enable children to find, explore, analyse, exchange and present information. We also focus on developing the skills necessary for children to be able to use information in an effective way.

Rationale

Computing skills are a major factor in enabling children to be confident, creative and independent learners. We will use computing to give our pupils every opportunity available to allow them to achieve this. We want our children to be competent users of technology by learning key skills such as creativity, critical thinking and resilience that will prepare them for the 21st century workplace.

By the time the children leave St John Fisher, they will have learnt about the three main areas of the computing curriculum: computer science (programming), information technology (using computers to store, retrieve and send information) and digital literacy (evaluating digital content and using technology safely and respectfully).

IMPLEMENTATION

Our computing curriculum consists of three aspects: Digital Literacy, Computational Thinking and IT in the world. Computing skills are taught both discretely and through cross-curricular links, supporting other areas of learning across the school.

In Reception and Key Stage 1, children are taught to use equipment and software confidently and purposefully, to communicate and handle information and to support their problem solving, recording and expressive skills.

In Key Stage 2, our children extend their use of computing that they use for communication, investigation and programming and work to understand how to communicate safely. They will be taught to create and debug simple programmes and use logical reasoning to predict the behaviour of simple programmes. Pupils will learn how to use a range of technology to create, organise, store and retrieve digital content as well as recognise the use of information technology outside of school.

Pupils will learn how to use technology safely by keeping personal information private, knowing how to receive support and help with issues and how to report any inappropriate content.

We have over 50 iPads and a class set of laptops to ensure that all year groups have the opportunity to use a range of devices and programs for a variety of different purposes. These can be used across the wider curriculum as well as during computing lessons. Pupils will be able to use this up-to-date technology in Coding Club, during dinner times, to develop their coding schools using up to date technological devices.

SSJFTM have a strong online community presence consisting of; a school website, Twitter and Class Dojo. This enables class teachers to set remote learning activities for pupils to access at home and maintain regular contact with parents.

IMPACT

Our approach to the curriculum results in a fun, engaging and high-quality computing education. The quality of children's learning will be evidenced on Class Dojo/Seesaw which are digital platforms that allow pupils to share and evaluate their own work as well as that of their peers. Using computing in the wider curriculum, teachers can revisit and address misconceptions and gaps in learning in other subject areas. The implementation of this curriculum ensures that when children leave SSJFTM, they are competent and safe users of technology. They will have developed the skills to be creative when using digital media and be apply computing and problem-solving skills to different challenges in the future.

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