SS John Fisher & Thomas More Catholic Primary School
A Voluntary Academy

Computing Curriculum

Rationale

Computing skills are a major factor in enabling children to be confident, creative and independent learners. We use computing to give our pupils every opportunity available to allow them to achieve this. Our children are competent users of technology by learning important digital skills by using the NCCE approach to learning. By the time our learners transition to secondary school, they 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

Computing at STJFTM is taught using the National Centre for Computing Education (NCCE) Scheme of Work. At STJFTM we:

- Support pupils in the acquisition of knowledge and provide opportunities to build a shared and consistent understanding.

- Teach new concepts by exploring ideas in unplugged and familiar contexts and then apply this to more difficult ideas.

- Use project-based learning activities

- Use questioning to uncover misconceptions and adapt teaching to address them as they occur.

- Encourage collaboration using pair programming and peer instruction as well as structured group tasks.

- Model processes or practices like worked examples or live coding.

- Provide activities with different levels of direction, scaffolding, and support that promote active learning

- Bring abstract concepts to life with real world examples

- Read and explore code reading before writing.

- Get hands on

We have over 60 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. SSJTFM have a strong online community presence consisting of; a school website, Twitter, Seesaw and Class Dojo. We use Class Dojo to set remote learning activities for pupils to access at home and maintain regular contact with parents as well as relay important information in the form of newsletters and announcements.

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 Seesaw which is a digital platform that allows 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 SSJTFM, 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.