

Subject at a glance: Computing

Our aim is to equip pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

This scheme aims to instil a sense of enjoyment around using technology and to develop pupil's appreciation of its capabilities and the opportunities technology offers to, create, manage, organise and collaborate.



We want our children to be successful in the future and through our curriculum, we intend for pupils not only to be digitally competent and have a range of transferable skills at a suitable level for the future workplace, but also to be responsible online citizens.

We want to develop pupils' confidence when encountering new technology, which is a vital skill in the ever evolving and changing landscape of technology.

We want Be aware of online safety issues and protocols and be able to deal with any problems in a responsible and appropriate manner.

Implementation – How do we aim to deliver it?

Kapow Primary

KAPOW – Computing

The Kapow Primary scheme of work is designed with three strands which run throughout: Computer Science, Information Technology and Digital Literacy. A carefully mapped curriculum ensures that these three strands are covered, as well as national curriculum attainment targets over different units in each year group. The progression of skills demonstrates the skills taught in each year group and how these skills develop year on year to ensure children can meet the expected standard by the end of each key stage.

5 Key Areas:

- Computer systems and networks
 - Programming
 - Creating media
 - Data handling
 - Online safety

Wide-Range of Resources

A range of resources are used in meeting the requirements of the Computing Curriculum. These include: iPads, sound recording devices, Code.org, BeeBots, Sound Pegs, IWBs, Microsoft Office Suite, Scratch, Spelling shed, TT Rockstars and Learning By Questions to name but a few.

Home-learning enhancements

Learning By Questions, 'TT Rockstars' and 'Spelling Shed' are subscription websites which are also used to encourage and enhance home learning.

Impact – How will we know we have delivered it?

Children will meet the end of Key Stage Expectations for computing. A range of formative and summative assessment opportunities will be used.

Observations of the children working during discrete Computing lessons and using technology in other subjects have shown us that they are engaged and enthused by their learning in this subject.

Pupils should leave Gilded Hollins with the skills necessary to succeed in their secondary education and be active participants in an ever-increasing digital world.

Pupil voice shows that children are engaged in their computing learning and are continually developing their skills and knowledge.

