St Vincent de Paul

Computing Curriculum

Curriculum Intent:

At St Vincent de Paul we understand the immense value that technology and Computing has on our day-to-day life in an ever-changing world. The aims of our Computing curriculum is for our pupils to become responsible, confident and creative users of information and communication technology. We also want pupils to understand both the advantages and disadvantages of living in an online world and become aware of different ways of keeping themselves and others safe.
We want to equip pupils to develop their ideas, creativity and computational skills to drive their generation forward, enabling them to become active participants in a digital world. We provide a Computing curriculum that is designed to allow our children to acquire a broad and deep knowledge alongside opportunities to apply these skills in various digital ways. Beyond teaching explicit Computing lessons, we will give pupils the opportunity to apply and develop what they have learnt across wider learning in the curriculum.

The school devotes considerable resources to both the computing curriculum and to general Information and Communications Technology. There is a specialist computer suite, as well as a trolley of iPads in Key Stage 1 and Key Stage 2. A suite of Chrome books and laptops are available throughout the school and this resource is becoming our dominant resource. It is likely that our digital strategy will make our ICT suite less used and the mobile devices more used over the coming years. Our aim is for pupils to be able to access them as required and to make decisions in relation to an informed use of technologies.

Implementation:

To ensure high standards of teaching and learning in Computing, we implement a curriculum that is progressive throughout the whole school. Our implementation of the computing curriculum is in line with 2014 Primary National Curriculum requirements for KS1 and KS2 and the Foundation Stage Curriculum in England. This provides a broad framework and outlines the knowledge and skills taught in each key stage. We use and follow the Purple Mash scheme of work from Year 1-6, ensuring consistency and progression throughout the school. The Purple Mash scheme of work enables clear coverage of the computing curriculum whilst also providing support and CPD for less confident teachers to

deliver lessons. The Purple Mash lessons are broken down into weekly units, usually with two units taught per half term. Units are practical and engaging and allow computing lessons to be hands on.
At the heart of this curriculum are the following areas:
• Coding (learning to write, interpret and debug computer programs, using logic);
• Managing and using digital content effectively;
• Using search technology effectively;
• Selecting, using and combining a variety of software on a range of digital devices;
• Collecting, analysing, evaluating and presenting data and information; and
• Using technology safely, respectfully and responsibly.
In the EYFS classes children begin to understand how to give simple instructions to be followed by others and explore how technology can be used in the wider world.
Each teacher and pupil has their own unique Purple Mash login and password. Computing work can be stored and saved using pupil log in details and homework or '2do's' can also be set for pupils to access and complete tasks at home that link with their current class learning. In addition, all pupils in KS2 have a Google Classroom login and are able to access and collaborate on their learning using this platform. This is accessible from home and is also used to enable access to homework in KS2.
Teachers and pupils are also aware of the importance of health and safety and pupils are always supervised when using technology and accessing the internet. eSafety skills are an essential element of the whole curriculum. Pupils will be prepared to ensure that they have the appropriate skills to remain safe whenever using technology on a range of platforms and devices, including those used at home. SMILE eSafety Rules form an integral part of our eSafety approach.

Impact:

At St Vincent de Paul we encourage our children to enjoy and value the Computing curriculum that we deliver. The impact of this curriculum is essentially to:

- Inspire learning for all children – specifically in relation to computing.
- Build children's skills, knowledge, understanding and application through delivery of a high-quality computing curriculum.
- Provide progression for all children in their learning.
- Prepare children for secondary school and their later life.
- Contribute to raising standards – in computing, and across the wider curriculum.

- Increase teacher skills and confidence in developing children's knowledge about computing.
- Support teacher professional development and workload.

The progress of our Computing curriculum is measured through outcomes and the record of coverage through work saved in pupils' personal document folders and saved 'to do' content electronically.