

## Computing at Ellwood Community Primary School

<b>Intent</b>	<p>At Ellwood Community Primary School, it is our intention to enable children to find, analyse, exchange and present information. We want our children to know more, remember more and understand more in computing so that they leave primary school computer literate. Computing skills are a factor in enabling children to be confident, creative and independent learners and it is our intention that children have every opportunity available to allow them to achieve this.</p> <p>By the end of Y6, children will have gained key knowledge and skills in the three main areas of the computing curriculum: computer science (programming and understanding how digital systems work), information technology (using computer systems to store, retrieve and send information) and digital literacy (evaluating digital content and using technology safely and respectfully). The objectives within each strand support the development of learning across the key stages, ensuring a solid grounding for future learning and beyond.</p>
<b>Implementation</b>	<ul style="list-style-type: none"> <li>• Computing is taught each week.</li> <li>• Teachers use 'Switched On: Computing' scheme, published by Rising Stars, as a starting point for planning lessons, which are often linked in to other subjects and topics.</li> <li>• We have 16 iPads (1:2), a class set (30) of Kindle Fire tablets and 8 laptops. These devices can be used across the wider curriculum as well as in discrete computing lessons.</li> <li>• The implementation of the curriculum also ensures a balanced coverage of computer science, information technology and digital literacy. The children will have experiences of all three strands in each year group, but the subject knowledge imparted becomes increasingly specific and in depth, with more complex skills being taught, therefore ensuring that learning is being built upon. For example, children in Key Stage 1 learn what algorithms are, which leads them to the design stage of programming in Key Stage 2, where they design, write and debug programs, explaining the thinking behind their algorithms.</li> </ul>
<b>Impact</b>	<ul style="list-style-type: none"> <li>✓ Children will be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school.</li> <li>✓ Children will have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving.</li> <li>✓ Children will be able to apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems.</li> <li>✓ Much of the subject-specific knowledge developed in our computing lessons equip pupils with experiences which will benefit them in secondary school, further education and future workplaces.</li> </ul>