

# COMPUTING



## Intent

At Sheet School, we believe that every child should have the right to a curriculum that champions excellence; supporting pupils in achieving the very best of their abilities. We understand the immense value technology plays not only in supporting the computing and whole school curriculum but overall in the day-to-day life of our school.

We believe that technology can provide: enhanced collaborative learning opportunities; better engagement of pupils; easier access to rich content; support conceptual understanding of new concepts and can support the needs of all our pupils.

As a school, we have chosen the Kapow Computing Scheme of Work from Year 1 to Year 6. The scheme of work supports our teachers in delivering fun and engaging lessons which help to raise standards and allow all pupils to achieve to their full potential. In the Early Years Foundation Stage, computing is taught via the following areas: Personal, Social and Emotional Development, Physical Development Understanding the World and Expressive Arts and Design. Planned activities will be incorporated into topic based learning and will include: accessing computing through age appropriate games, knowing that information is stored on computers and programming bee-bots.

## Implementation

In order to develop their computing knowledge and skills, learners will:

Have access to a variety of high quality hardware, software and unplugged resources.

Become responsible, respectful and competent users of data, information and communication technology.

Understand the importance of governance and legislation regarding how information is used, stored, created, retrieved, shared and manipulated.

Develop skills, strategies and knowledge that will enable them to reap the benefits of the online world, whilst being able to minimise risk to themselves or others.



## Impact

By the time the children at Sheet leave our school, they will have developed the skills to enable them to:

- Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection and repetition in programs; work with variables and various forms of input and output; generate appropriate inputs and predicted outputs to test programs.
- Use logical reasoning to explain how a simple algorithm works and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the worldwide web; and the opportunities they offer for communication and collaboration.
- Describe how Internet search engines find and store data; use search engines effectively; be discerning in evaluating digital content; respect individuals and intellectual property; use technology responsibly, securely and safely.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.