

Computing

Intent

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The intent of Computing at Crosby on Eden School is to help pupils become independent, creative, safe, respectful and problem-solving digital citizens with a broad and transferrable skillset. We want to make computing fun for pupils, inspiring them to develop skills beyond the classroom and building an awareness of all the opportunities the subject provides.

The progression of skills shows how skills develop over time with greater emphasis placed on Coding (Computer Science) in year 5 and Year 6. The page also includes how the activities meet the expectations of the national curriculum programmes of study for Key Stages 1 and 2. We want pupils to learn computing skills from the three recognised aspects of computing (below) within each year of their primary education. This means that pupils will build upon skills and concepts they established from the previous year and develop them further in the current and subsequent year.

For example, pupils will learn how to program keyboard or touch screen inputs in Year 3 to control a sprite in Scratch, then develop this further into a racing game in Year 4 using conditions and variables. Before introducing random variables in Year 5 to make the game unpredictable. Also, basic ebook creation skills can be introduced in Year 2 with text and images and developed further in year 4 and 5 with the addition of hyperlinks and interactive elements.

The three aspects are:

- Computer Science (highlighted orange in the progression) – this covers programming (both block-based and text-based), including computational thinking using web-based software such as Scratch. Pupils across Key Stage 1 and 2 will write code to program physical and on-screen objects, interactive games and use text-based language, such as HTML and Python by the end of Key Stage 2.
- Information Technology (highlighted purple in the progression) – this covers the use of applications to create digital content, including document creation and editing, video making, digital art, graphic design, animation, 3D modelling and website building.
- Digital Literacy (highlighted green in the progression) – covers skills to find, evaluate, utilise and share using technologies and the Internet. This includes important e-safety and internet research skills, as well as an understanding of computer networks in Key Stage 2.

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Implementation

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We use the National Curriculum statements and iLearn2 activity packs. These have step-by-step, easy to follow video tutorials and challenges for both teachers and pupils to access. This has many advantages including:

- Pupils can revisit resources and develop independent learning skills with opportunities to continually review and revisit the skills covered. It enables teachers to be guided through a skill prior to the lesson.
- The [pupil activity codes](#) help teachers provide pupils with specific activities, meaning pupils can access resources and content suitable for their individual ability and needs.
- The pupil activity packs are available across Key Stage 1 and 2. Key Stage 1 pupils learn how to apply the skills they learn in the tutorials to their own work. Key Stage 2 pupils apply and develop the skills they learn in the tutorials into their own projects, independently improving and evaluating their work.

Impact

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The successful approach at Crosby on Eden results in a fun, engaging, high-quality computing, that provides children with the foundations for using technology. Children have the understanding that computers and devices have changed our lives and that it is vital to the world's future prosperity. Pupil voice is used to further develop the computing curriculum, through questioning of pupil's views and attitudes to computing to support the children's enjoyment of computing and to motivate learners. Children engage with online safety and have an online safety committee to share information and talk about being safe online.