



# Computing at Woodlands Park Primary School



## Intent

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world, ensuring that they become digitally literate, i.e. able to use, and express themselves and develop their ideas through, information technology.

## Implementation

In our school we choose to deliver Computing using the NCCE scheme, where the main aims are:

- Show the breadth and depth of the computing curriculum, particularly beyond programming!
- Demonstrate how computing can be taught well, based on research
- Highlight areas for subject knowledge and pedagogy enhancement through training
- Reduce teacher workload

One lesson of Computing will be taught each week. Each half term, children across the school will work on the following units of work, with each encounter increasing in complexity and reinforcing previous learning.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation Stage		Online Safety	Introductions to algorithms		Unplugged activities looking at Algorithms	Early Years introduction to computers
Year 1	1.1 Technology around us	Online Safety	1.2 Digital painting	1.3 Moving a robot	1.5 Digital writing	1.6 Programming animation
Year 2	2.1 Information Technology around us	Online Safety	2.2 Digital Photography	2.3 Robot Algorithms	2.5 Making Music	2.6 An Introduction to Quizzes
Year 3	3.1 Connecting computers	Online Safety	3.2 Stop-frame Animation	3.3 Sequence in music	3.5 Desktop publishing	3.6 Events and actions
Year 4	4.1 The Internet	Online Safety	4.2 Audio editing	4.4 Data logging	4.5 Photo editing	4.6 Repetition in games
Year 5	5.1 Sharing information	Online Safety	5.2 Video editing	5.4 Flat-file databases	5.5 Vector drawing	5.6 Selection in quizzes
Year 6	6.1 Communication	Online Safety	6.2 Web page creation	6.3 Variables in games	6.4 Introduction to spreadsheets	6.5 Sensing

Objectives are taught explicitly during Computing lessons but they are also embedded through whole school events especially with online safety. The scheme allows us to use the spiral curriculum approach to progress skills and concepts from one year group to the next.

Across the school, each year group will be taught 'Online Safety' using a range of resources different separate to the Teach Computing NCCE scheme in Autumn 2. This knowledge will be then repeated across the year within the Jigsaw PSHE scheme as well as 'Safer Internet day' in February.

All staff will participate in regular training with both externally and internally alongside the WEST trust and the Exeter Maths School in order to enhance their computing delivery skills and subject knowledge. Opportunities are provided for staff to identify individual training needs and relevant support is provided, drawing on staff expertise and external agencies available.

The school will provide the appropriate hardware to complete the varying units including tablets, computers and Beebots. The necessary software will be installed on all computers and replacements and maintenance will be adhered to when needed.

## Impact

Conduct – Children can work positively and show exemplary conduct when working with technology. They can use their knowledge to act responsibly online and with resources which will positively impact their lifestyles. Teachers are actively involved and engaged with CPD both internally and externally.

Outcomes - Improving children's knowledge and understanding of computer systems and networks; programming; data and information and creating media. They have a high level of knowledge about how to use technology safely and how to raise concerns. Staff are confident at delivering the content in line with the National Curriculum.