



St. Anthony of Padua Catholic Primary School

'Following Jesus, we love, learn and serve'

Computing Curriculum Statement

This Computing Policy is set within the context of the whole school aims and mission statement:

Our Curriculum

At St Anthony of Padua we believe that all children have the right to an excellent and rigorous computing education.

This begins in EYFS, during which children are introduced to technology and simple computational thinking through the 'Understanding the world' area of learning. Children then progress to following the Knowsley CLCs scheme throughout Key stage one and two. This scheme of work enables pupils to meet the end of Key Stage Attainment targets outlined in the National Curriculum and the aims align with those in the National Curriculum. Along with our PSHE and RSE programmes of study, our Computing curriculum also satisfies all the objectives of the DfE's 'Education for a Connected World' framework. This guidance was created to help equip children for life in the digital world, including developing their understanding of appropriate online behaviour, copyright issues, being discerning consumers of online information and healthy use of technology.

Our aim at St Anthony of Padua Primary School, is to instil a sense of enjoyment around using technology and to develop pupil's appreciation of its capabilities and the opportunities technology offers to create, manage, organise and collaborate. Tinkering with software and programs forms a part of the ethos of the scheme as we want to develop pupils' confidence when encountering new technology, which is a vital skill in the ever evolving and changing landscape of technology. Through our curriculum, we intend for pupils not only to be digitally competent and have a range of transferable skills at a suitable level for the future workplace, but also to be responsible online citizens.

Our Delivery

To ensure that pupils develop a secure knowledge that they can build on, our Computing curriculum is organised into a progression model that outlines the disciplinary concepts, the substantive knowledge and vocabulary to be taught in a sequentially coherent way. Our Computing Long Term plan is mapped out to ensure that pupils build on secure, prior knowledge. Computing at St. Anthony of Padua is taught weekly, with children accessing 1 hour of Computing each week. An additional slot is also assigned to each class to support the use of Computing across other areas of the curriculum.

At St. Anthony of Padua, our scheme of work is designed with three strands which run throughout:

- Computer Science
- Information Technology
- Digital Literacy

As evidence in our progression map, the skills are taught within each year group and develop year on year to ensure attainment targets are securely met by the end of each key stage.

Lessons incorporate a range of teaching strategies from independent tasks, paired and group work as well as unplugged and digital activities. This variety means that lessons are engaging and appeal to those with a variety of learning styles. Guidance is provided to allow each lesson to be adapted so that all children can access the required learning.

The progress pupils make in Computing is closely monitored through both formative and summative assessment opportunities. Each topic begins with a pre-learning quiz, which is then completed again at the end of the topic, allowing a clear indication of children's progress..

Our Children

Pupils should leave St. Anthony of Padua with a range of skills to enable them to succeed in their secondary education and be active participants in the ever-increasing digital world.

It is expected that children will:

- Be critical thinkers and able to understand how to make informed and appropriate digital choices in the future.
- Understand the importance that computing will have going forward in both their educational and working life and in their social personal future.
- Understand how to balance time spent on technology and time spent away from it in a healthy and appropriate manner.
- Understand that technology helps to showcase their ideas and creativity. They will know that different types of software and hardware can help them achieve a broad variety of artistic and practical aims.
- Show a clear progression of technical skills across all areas of the National Curriculum- computer science, information technology and digital literacy.
- Be able to use technology both individually and as part of a collaborative team.
- Be aware of online safety issues and protocols and be able to deal with any problems in a responsible and appropriate manner.
- Have an awareness of developments in technology and have an idea of how current technologies work and relate to one another.
- Meet the end of key stage expectations outlined in the National Curriculum for Computing, by knowing and remembering more.