

Ramshaw Primary School



Computing

Intent

At our school we intend that pupil should be MASTERS of technology and not slaves to it. Technology is everywhere and will play a pivotal part in students' lives. Because of this, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators not consumers and our broad curriculum encompassing programming, information technology and digital literacy reflects this. We intend to ensure our pupils understand that there is always a choice with using technology and as a school we utilise technology to model positive use. We hope to ensure that technology can offer pupils the accessibility and opportunity to share their learning in creative ways.

Implementation

We implement this through a progression document for staff to follow to embed and cover every element of the computing curriculum in Information Technology, Digital Literacy and Programming. The knowledge/skills statements used for assessment at the end of KS1, LKS2 and UKS2, build upon each other to deepen and challenge our learners.

In KS1, the sequence of learning in Computer Science focuses on understanding what an algorithm is, creating and debugging simple programmes and using logical reasoning to predict the behaviour of simple programmes using a variety of devices. In Information Technology, learning will focus on using technology purposefully to create, store, organise, retrieve and manipulate digital content using a variety of programmes. Finally, Digital Literacy learning will teach children to use technology safely and respectfully, keep personal information private when using technology, know who to task for help if they feel unsure about online content and recognise the common uses of information technology beyond school through.

In LKS2, Computer Science will further develop by using logical reasoning to explain how some simple algorithms work and detect and correct errors in them. Children will design, write and debug programmes whilst also using sequence, selection, and repetition using a

wider range of devices and programmes. Through Information Technology, children will create content and present information that accomplishes given goals using appropriate software on a range of digital devices. Finally, Digital Literacy will move on to ensure children use technology safely, respectfully and responsibly, whilst identifying a range of ways to report concerns about content and contact, appreciate how search results are ranked and evaluate digital content.

In UKS2 Computer Science, pupils will progress to simulate physical systems, work with variables and understand different forms of input and output. In Information Technology sessions pupils choose the way they showcase, share, celebrate and publish their work to show the impact the curriculum has had on their learning. In Digital Literacy the focus will develop to encompass the risks of misusing technology and further evaluation and validation of online content.

Impact

The impact of this is that we hope, by the end of Upper Key Stage 2, our children will become fluent with a range of information technology and computing tools to express their understanding across curriculum subjects, to support their readiness for their next steps into secondary school and should have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers. The Digital Literacy sessions will result of in children being able to find a balance with technology for an effective education and healthy lifestyle.