Computing Rationale at St Erth Primary

Intent

At St Erth primary, we use TEACH computing in KS1 and 2. It has a broad and transferable skillset, and ensures progression and consistency of skills and knowledge, building on previous knowledge.

The intent of computing is to become independent, creative, safe, respectful and problem-solving digital citizens with a broad and transferrable skillset. At St Erth, we then provide opportunities for the pupils to practise and apply their computing skills.

Implementation

1. **Online Safety Lessons:**
   o KS1: We use Common Sense media to teach online safety concepts. These are supplemented with St Erth PowerPoints with video links. These resources can help pupils understand how to stay safe while using the internet.
   o KS2: We use Common Sense media for older pupils. This will reinforce their understanding of online safety principles.

2. **Curriculum implementation**
   o Pupils explore a new unit of work from the TEACH curriculum following the school's long-term plan (see summary and expanded document on website). The units are based on:

   ▪ **Digital Literacy:** online safety, research, uses of technology

   ▪ **Information Technology:** data handling, word processing and presentations, digital artwork, photography, animation, video music creation, virtual reality, web design

   ▪ **Computer Science:** Programming/coding, simulations, how computers work

   o Using TEACH resources ensures consistent exposure to computing concepts throughout the school year and progress through the school.

Children will develop the following **Ready, Reflect, Review** skills:
- Logic: predicting and analysing.
- Algorithms: making steps and rules.
- Decomposition: breaking down into parts.
- Patterns: spotting and using similarities.
- Abstraction: removing unnecessary detail.
- Evaluation: making judgements.

Using the following approaches:
- Modelling: I do, we do, you do.
- Tinkering: experimenting and playing.
- Creating: designing and making.
- Debugging: fixing and finding errors.
- Persevering: keeping going.
- Collaborating: working together

3. **Pupil Work Submission:**
    o **iPads:** Children upload their work (*e.g., screenshots, projects*) to Showbie, a digital platform.
    o **Laptops Usage:**
        ▪ KS2: Pupils in Key Stage 2 should upload their work to Showbie independently.
        ▪ KS1: For younger pupils, teachers can take photos of their work and upload them to Showbie on behalf of the whole class.

4. **Inclusivity and Adaptations:**
    o SEND Pupils: *Make necessary adaptations to accommodate students with special educational needs and disabilities (SEND). Provide additional support or modify activities as needed.*

5. **Cross-Curricular Links**
    o The whole St Erth curriculum provides pupils with many cross-curricular opportunities, helping apply computing skills across the Key Stage 1 and 2 curriculum.

6. **Assessment**
    o Learning can be recorded in a variety of ways including, but not limited to uploading work to Showbie (school's learning platform), printed screenshots of creations, saved programs, photographs and video recordings. Feedback is given verbally to children in order to support them to progress within and across lessons.
    o In KS2, pupils complete end-of-unit online quizzes for some units of work which provide the teacher with summative data at the end of a unit which can then be used for planning future learning.
    o Teacher Assessments are uploaded to Arbour annually.

Impact

Through the development of Computing key concepts and skills, learners will be confident and competent digital citizens. They will acquire knowledge and understanding of how to use technology effectively for desired, relevant and meaningful purposes. They will be positive role models within the online world and will be respectful and responsible internet users. Learners will acquire programming skills, which will enable them to create and write effective computer programs, evaluate them and improve them. They will be critical thinkers, pattern spotters and trouble- shooters- skills that they will need in this ever-changing digital and technological world.