

Computing

Intent: what are we trying to achieve?

The Anns Grove computing curriculum has the intent of providing all pupils with a robust set of skills and knowledge in a variety of areas of computing. For example, programming and coding, creating digital media, processing data and understanding networks. We want all pupils, regardless of their background, to be able to succeed and be ready for the next stage of their computing education. We also want all pupils to be confident and competent users of a range of devices and systems. Importantly, we aim to equip every child with the skills and knowledge need to use computers safely and navigate online environments. In addition to this, our curriculum provides pupils with the personal attributes, confidence and curiosity that enable them to become digitally literate and keep up with an ever-developing area of technology.

Implementation: how are computing lessons being delivered?

Our curriculum follows the 'Teach Computing' curriculum designed by the National Centre of Computing Education and Raspberry Pi Foundation. This ensures that teachers are supported to deliver outstanding lessons that are rich with the skills, knowledge and vocabulary set out by the National Curriculum. Given the ever-changing nature of the subject, the curriculum is regularly revisited and the high-quality resources that we have invested in are replenished and updated on a yearly basis. Computing lessons are engaging and made relevant to pupils' own lives and experiences. They are fast paced and contain regular opportunities for hands-on activities and paired or group working. Pupils are supported and challenged in an age and ability-appropriate manner through differentiated tasks. The school has invested heavily into computing and lessons either take place on PCs in the school's dedicated computing suite or on other devices such as laptops, iPads, Micro:bits or crumbles in the classroom. There are opportunities for pupils to further their skills in computer and coding clubs which take place at break times and during Golden Time. Online safety lessons form both part of the computing and RSHE curriculum.

Impact: what difference is computing making?

Computing is a very popular subject at Anns Grove. Pupils quickly become digitally literate and are confident in utilising the skills and knowledge that they are taught on a range of different devices. The design of the curriculum allows pupils to retain and build on what they are taught and ultimately be ready for the next stage of their computing education. Pupils develop a confidence, curiosity and resilience which allows them to further their own learning independently in extra curricula activities or at home. Importantly, all pupils are aware of the risks of accessing online environments and possess the skills to keep themselves safe.