St Mary and St Joseph's RC Primary School

Curriculum Statement for Computing

INTENT	At St Mary and St Joseph's Roman Catholic Primary School we want pupils to be able to use technology effectively not just be technology consumers. We want to model and educate our children to use technology positively, responsibly and safely. We want our pupils to be creators and our broad computing curriculum that focuses on computer science, information technology and digital literacy reflects this. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively. We encourage staff to try to embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and by the time our pupils leave us they are independent and confident to choose the best way to fulfil the task and challenge set.

	The Teaching of Skills	The Application of Skills	Vocabulary	Online Safety
Underpinned by	Pupils at SMSJ will be taught how to use a range of computer software including spreadsheets, databases, email, word processing, multimedia presentations, app development, control programming and coding	Pupils at SMSJ are given opportunities to apply the computing skills and knowledge that they have been taught to support their learning in other subjects We are continuously looking at ways in which apps can be used to deliver lessons creatively across the curriculum	Pupils will use age appropriate vocabulary associated with their topic. This vocabulary can be found in the progression of skills document	Pupils are taught about online safety throughout the year in an age appropriate way. It is not just taught in computing lessons but also in PSHE and our 'Keeping a healthy mind, body, spirit' week. Pupils are taught to use technology positively, responsibly and safely.

	Curriculum Approach	External Stimuli	Thoughtful Questioning

Underpinned by	The majority of computing is embedded across the curriculum to allow for flexibility. However, a timetabled computing session will focus on the computer science element as this part of the curriculum needs a more explicit approach. Throughout the year pupils will be taught the three strands of computing: computer science, information technology and digital literacy. See the progression of skills grids for coverage	Children from Reception to Y6 are taught about how technology is used in the outside world and workplace.	Questioning that encourages deeper thinking and reasoning. In the Purple Mash scheme, questions have been written for each unit.
	Resources	**Assessment**	**A Curriculum for all**
	School has 2 banks of laptops and 2 banks of IPads. Key Stage 2 also have 15 IPads per class to access school's online learning resources e.g. Times Tables Rockstars, Mathletics, Purple Mash and Accelerated Reader, Cracking Comprehension. We also have a range of other technology including beebots, green screen, lego etc	This takes place through instant feedback during lessons Whole class marking sheets Online marking on Purple Mash Subject co-ordinator interviews with pupils. At the end of the year, pupil's attainment is reported to parents.	We provide suitable learning opportunities for all children by matching the challenge of the task to the child. Computing often lends itself to open ended tasks in which children can achieve their potential.

IMPACT	Pupils will have developed their skills in the three areas of computing: Computer Science, Information Technology and Digital literacy. We want our pupils to discuss, reflect and appreciate the impact computing has on their learning, development and wellbeing. We want our pupils to showcase, share, celebrate and publish their work that will best show the impact of our computing curriculum. We look for evidence through discussions with pupils to check knowledge and skills.		
Underpinned by	**Pupil Voice**	**Evidence in Knowledge**	**Evidence in Skills**
	Through discussion and feedback with the subject coordinator children can talk about their computing lessons and what they have learnt. Children can talk about how to keep themselves safe online.	Pupils know how and why technology is used in the outside world and about different ways that computers can be used.	Pupils use appropriate vocabulary in computing. They have the skills to use a variety of age appropriate software and apps to present their work.