Computing Overview

Intent: Computing Vision and how this links to the National Curriculum.

At Whitfield Aspen School, we enable young people to gain the computing knowledge and skills that will help them make sense of, and contribute to, the society and world they live in.

We encourage computing to be hands on, breed resilience and develop children's problem solving skills.

Our computing curriculum supports children to link subject knowledge to the four key areas within Computing:

1. **Communicate**: To gain the ability to communicate ideas by using applications and devices throughout the curriculum.

2. **Collect**: To gain the ability to collect, organise and manipulate data effectively.

3. **Connect**: To gain the ability to connect with others safely and respectfully, understanding the need to act within the law and with moral and ethical integrity. To gain an understanding of the connected nature of devices.

4. **Code**: To gain competence in Coding for a variety of practical and inventive purposes, including the application of ideas within other subjects.

Using these areas pupils will be given opportunities to apply their knowledge creatively within other subjects to help them become skilful computer scientists.

Whitfield Aspen School

Implementation: How Computing is delivered across the whole school

Using the four keys areas of Computing, staff teach specific computing lessons and embed computing across the whole curriculum to engage, enthuse and cause a real spark in students. Our aim is for our pupils to be fluent with a range of tools and by upper key stage 2, have the independence and confidence to choose the best tool to fulfil tasks and challenges set by teachers.

Impact: The skills you expect pupils to have achieved by the time they leave our school

We are becoming ever more reliant on technology in every aspect of our lives so it is imperative that children leave primary school with a good grounding of computational thinking and problem solving so they are prepared for opportunities in the future.

As an educator, there is nothing better to see than the face of a student light up when they have solved a big problem, be it fixing a bug in their code, managing to get a robot to follow a line around the floor, or making a sprite in their game do exactly as they wanted. The feeling of success after solving a problem that perhaps they would have given up on months or years earlier is one which often remains with that child.

Monitoring and Evaluation

Through explicit teaching of Computing and creative projects, both teachers and the pupils assess their learning continuously throughout lessons and projects. Our assessment systems enable teachers to make informed judgements about the depth of children's learning and the progress they have made over time.

Partnerships with parents

Through the use of special events, for example Internet Safety Day and Coding week, we provide parents with support in the safe use of technology at home, in order to support their children's future with technology. The use of our school website supports parents in the understanding of Computing taught in our school and gives ideas and activities to deepen both their child's knowledge and engage parents in learning alongside their child through problem solving and computational thinking tasks.