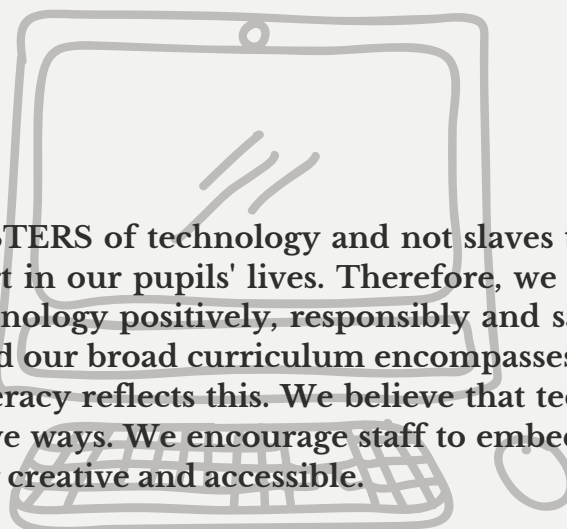




Computing



INTENT

Our vision is for our pupils to be MASTERS of technology and not slaves to it. Technology is everywhere and will play a pivotal part in our pupils' lives. Therefore, 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 encompasses computer science, information technology and digital literacy reflects this. We believe that technology can allow pupils to share their learning in creative ways. We encourage staff to embed computing across the whole curriculum to make learning creative and accessible.

COMPUTING LONG TERM PLAN:

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Busy Bodies	Busy Bodies	Springtime	Springtime	Boats Ahoy!	Boats Ahoy!
Year 1	Computing Systems & Networks: Technology Around Us	Creating Media: Digital Painting	Programming A: Moving a Robot	Data & Information: Grouping Data	Creating Media: Digital Writing	Programming B: Programming Animations
Year 2	Computing Systems & Networks: IT Around Us	Creating Media: Digital Photography	Programming A: Robot Algorithms	Data & Information: Pictograms	Creating Media: Digital Music	Programming B: Programming Quizzes
Year 3	Computing Systems & Networks: Connecting Computers	Creating Media: Stop-frame Animation	Programming A: Sequencing Sounds	Data & Information: Branching Databases	Creating Media: Desktop Publishing	Programming B: Events & Actions in Programmes
Year 4	Computing Systems & Networks: The Internet	Creating Media: Audio Production	Programming A: Repetition in Shapes	Data & Information: Data Logging	Creating Media: Photo Editing	Programming B: Repetition in Games
Year 5	Computing Systems & Networks: Systems & Searching	Creating Media: Video Production	Programming A: Selection in Physical Computing	Data & Information: Flat-file Databases	Creating Media: Introduction to Vector graphics	Programming B: Selection in Quizzes
Year 6	Computing Systems & Networks: Communication & Collaboration	Creating Media: Web Page Creation	Programming A: Variables in Games	Data & Information: Introduction to Spreadsheets	Creating Media: 3D Modelling	Programming B: Sensing Movement



Computing

IMPLEMENTATION: WHAT DOES COMPUTING LOOK LIKE AT ACRE HEADS?

Lesson 1 Establishes what the children already know from previous units and introduces the end of unit aims/project if applicable.

Unit lessons Each lesson recaps the previous lesson objectives before introducing the objectives for that lesson. This helps remind children what they have already covered. The lessons then follow a build up of skills and knowledge contributing to their final outcomes dependent on the unit being taught. Throughout, there are various opportunities for children to have 'hands on' experiences to further develop their computing skills.

Summary The Teach Computing curriculum is structured into units for each year group, and each unit is broken down into lessons. Units can generally be taught in any order, with the exception of programming, where concepts and skills rely on prior knowledge and experiences. This 'spiral curriculum' approach reduces the amount of knowledge lost through forgetting, as topics are revisited yearly. The lessons often build upon skills to create a final 'project'.

E-SAFETY AT ACRE HEADS

E-safety is an important part of life at Acre Heads. All members of our community have a duty of care and a duty to behave respectfully while online. Online safety is constantly evolving, therefore our 'E-Safety Warriors' play a vital role in passing on key messages and hosting class discussions on online gaming, social media, fake news as well as other issues depending on the current situation. Any incidents that take place online, must be recorded on CPOMs as a central record. This again is the responsibility of all staff. While using School's devices, the actions of the children are monitored and on occasions websites are blocked by Securly.com. Information about these blocked websites are then stored on Securly's database and followed up by a member of the safeguarding team. Alongside the E-safety coverage throughout the Teach Computing and Jigsaw schemes of learning, Acre Heads also works through the ProjectEVOLVE toolkit which is based on the UKCIS framework "Education for a Connected World". This framework covers knowledge, skills, behaviours and attitudes across eight strands of our online lives, starting with early years. Six of the eight strands are covered during the computing week's in each half term. The 'Online Bullying' strand is covered during Internet Safety Day which we celebrate annually in the spring term and 'Health, wellbeing and lifestyle' is covered through Jigsaw. ProjectEVOLVE coverage can be seen below:

	Autumn 1	Autumn 2	Spring 1	Internet Safety Day	Spring 2	Summer 1	Summer 2
Project EVOLVE Strand	Online reputation	Copyright & Ownership	Privacy & Security	Online bullying	Managing online information	Self image & identity	Online relationships



Computing

CLASSROOM / SCHOOL ENVIRONMENT

Each year group has a class set of devices (either tablets or Chromebooks) freely available. These devices are used daily to support learning across all areas of the curriculum. Every child, within their classroom, has access to their own QR code which works as their own personal login. The importance of using technology correctly is emphasised weekly and pupils sign acceptable use agreements, which are displayed in their classrooms too.

PARENTAL LINKS

The computing curriculum road map is available for parents on our school website. All policies relating to computing and online safety are also available. Key messages are shared on the school Facebook, Twitter & website to support parents with current technology issues/concerns. Parents are also invited to our 'online safety sessions' to ensure they are confident in supporting their children's safety online at home too.

ASSESSMENT AND IMPACT

Every lesson includes formative assessment opportunities to ensure misconceptions are recognised and addressed if they occur. They vary from teacher observation or questioning, to marked activities. The learning objective and success criteria are introduced in the slides at the beginning of every lesson. At the end of every lesson, pupils are invited to self assess using their thumbs. This provides pupils with a reminder of the content that has been covered, as well as a chance to reflect. Every unit includes an optional summative assessment framework in the form of either a multiple choice quiz or a rubric. All units are designed to cover both skills and concepts from across the computing national curriculum.