Intent

Technology is changing the lives of everyone. At The Curzon CE Primary School, we aim to equip children to participate in a rapidly changing world where work and leisure activities are increasingly transformed by technology. Through our computing curriculum, we aim to give our pupils the life-skills that will enable them to embrace and utilise new technology in a socially responsible and safe way. We want our pupils to be able to operate in the 21st century workplace and we want them to know the career opportunities that will be open to them if they study computing. We want children to become autonomous, independent users of computing technologies, gaining confidence and enjoyment from their activities. We want the use of technology to support learning across the entire curriculum and to ensure that our curriculum is accessible to every child. Not only do we want them to be digitally literate and competent end-users of technology, but through our computing lessons, we want them to develop creativity, resilience, problem-solving and critical thinking skills. We want our pupils to have a breadth of experience to develop their understanding of themselves as individuals within their community but also as members of a wider global community and as responsible digital citizens.

Implementation

At The Curzon CE Primary School, computing is taught in discreet computing lessons but the use of technology is encouraged to support learning across all curriculum areas, such as creating instructional videos and performing green screen presentations of work. Our curriculum uses The NCCE Computing Curriculum scheme of work to cover the three areas of the Computing National Curriculum: Digital literacy, Computer Science and Information Technology.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us	Digital Painting	Move a Robot	Grouping Data	Digital Writing	Programming Animation
Year 2	Information Technology Around Us	Digital Photographs	Robot Algorithms	Pictograms	Making Music	Programming Quizzes
Year 3	Connecting Computers	Stop Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and actions in programs
Year 4	The Internet	Audio Production	Repetition in shapes	Data Logging	Photo Editing	Repetition in games
Year 5	Sharing Information	Video production	Selection in physical computing	Flat-file Databases	Vector Drawing	Selection in Quizzes
Year 6	Internet Communication	Web Page Creation	Variables in games	Introduction to Spreadsheets	3D Modelling	Sensing

Every lesson in our scheme has been individually planned so that it can be effectively taught using the infrastructure we have in place at school and so that it can meet the needs of all our pupils. Our scheme has been closely referenced against the 2014 National Curriculum attainment targets in order to ensure progression and coverage. Children are also taught about the vocabulary linked to different areas of computing. Having discreet lessons means that the children are able to develop depth in their knowledge and skills over the duration of each of their computing topics. Where appropriate, meaningful links will be made between the computing curriculum at the wider curriculum. In computing lessons the children will use either IPads or laptops in order to access a range of apps and software.

At The Curzon CE Primary School, we use a mixture of formative and summative assessment (based on the objectives in the 2014 National Curriculum) to determine children's understanding and inform teachers' planning. Children are given feedback and ways to improve their work either verbally or via written feedback, when appropriate. The subject leader regularly reviews each part of the Computing curriculum and Learning Walks and observations are carried out throughout the year.

Impact
By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study. At The Curzon CE Primary School, we encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well being. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this. The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil's knowledge and skills digitally through tools like Scratch and Crumble as well as observing learning regularly. Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes.