Computing at Holdbrook

Intent

The Importance of Computing at Holdbrook

Holdbrook Primary School and Nursery believes that every child should have the right to a curriculum that champions excellence; supporting pupils in achieving to the very best of their abilities. We understand the immense value technology plays not only in supporting the Computing and whole school curriculum but overall in the day-to-day life of our school.

We believe that technology can provide: enhanced collaborative learning opportunities; better engagement of pupils; easier access to rich content; support conceptual understanding of new concepts and can support the needs of all our pupils.

School Vision Statement

At Holdbrook we aim for our children to develop a love of learning and become lifelong learners. We want our children to achieve their best and be happy confident members of the school community and wider society.

The Intention of Our Curriculum

In order to achieve this, our curriculum at Holdbrook is categorised into 4 key areas of learning.

Academic Learning

Our children will:

- Develop excellent basic skills in reading, writing, maths and computing ensuring our children are well prepared for their future.
- Develop good communication and language skills.
- Be exposed to rich language and vocabulary.

World Learning

Our children will:

- Have a broad and balanced curriculum. They will have clear knowledge and understanding of the world around them.
- Have opportunities to develop key skills within each subject allowing them to become young: scientists, historians, artists, designers, explorers, geographers, archaeologists, philosophers & musicians.

Personal and Social Learning

Our children will:

- Be happy, safe, healthy, confident and well-rounded citizens.
- Show respect and tolerance for our others, celebrating our differences and our individuality.
- Be self-motivated and self-disciplined.
- Find fulfilment in the friendships and experiences offered at Holdbrook.
- Be resilient problem solvers.
- Have goals and ambitions for their future.
- Develop respect for the environment and the wider world.

Inspired Learning

Our children will:

- Have opportunities to discover, develop and nurture their own talents and interests.
- Have a wealth of memorable and engaging experiences in and out of the classroom.

Implementation

Organisation & Curriculum

Computing is taught each week. The children receive at least 45 minutes of Computing a week.

The Curriculum for computing is part of our whole school curriculum map. As a school, we have chosen our Computing Scheme of Work from Reception to Year 6. The scheme of work supports our teachers in delivering fun and engaging lessons

Impact

Aims and Purpose of the Policy

- Provide an exciting, rich, relevant and challenging Computing curriculum for all pupils.
- Enthuse and equip children with the capability to use technology throughout their lives.
- Give children access to a variety of high quality

which help to raise standards and allow all pupils to achieve to their full potential. We are confident that the scheme of work more than adequately meets the national vision for Computing. It provides immense flexibility, strong cross-curricular links and integrates perfectly with the 2Simple Computing Assessment Tool. Furthermore, it gives excellent supporting material for less confident teachers.	hardware, software and unplugged resources. ● Instil critical thinking, reflective learning and a 'can do' attitude for all our pupils, particularly when engaging with technology and its associated resources. ● Teach pupils to become responsible, respectful and competent users of data, information and communication technology. ● Teach pupils to understand the importance of governance and legislation regarding how information is used, stored, created, retrieved, shared and manipulated. ● Equip pupils with skills, strategies and knowledge that will enable them to reap the benefits of the online world, whilst being able to minimise risk to themselves or others. ● Use technology imaginatively and creatively to inspire and engage all pupils, as well as using it to be more efficient in the tasks associated with running an effective school. ● Provide technology solutions for forging better home and school links.

	• Utilise computational thinking beyond the Computing curriculum. • Exceed the minimum government recommended/statutory guidance for programmes of study for Computing and other related legislative guidance (online safety).

Assessment

At Holdbrook we use an assessment tool, to assess, monitor and track pupil's attainment and progress in Computing. Assessment in Computing is completed at the end of a unit of work and then reported formally annually. Pupil progress is reported annually to parents in their child's school report.

Monitoring • To oversee, with support from the leadership team, the curriculum content and progression within Computing. • To support colleagues with the planning, implementation and assessment of Computing. • To take responsibility for the purchase and deployment of central resources. • To monitor and evaluate the progress in Computing and take action to drive improvement in Computing. • To ensure a range of enrichment opportunities are provided to inspire children's	***Marking & Feedback*** • Formative assessment is undertaken each session/interaction in Computing and pupils are very much encouraged to be involved in that process. Through using the progression of skills documents and displays from 2Simple, both teachers and pupils can evaluate progress. Features such as preview and correct are used to further support feedback and assessment

learning. E.g. Trips, workshops, after school clubs, themed weeks, special projects etc… • To liaise with appropriate bodies such as: local schools, governors, the local authority with matters to do with Computing.	• Children are encouraged to self, peer and group assess work in a positive way using online collaborative tools. • Work from a range of classes and abilities is shared using the Noticeboard feature in Purple Mash. Additionally, exemplar pieces of work from individual pupils are shared with parents using Parent Portal. • Pupil attainment is assessed using the 2Simple Computing Assessment Tool for Years 1 to 6. The tool enables staff to accurately identify attainment of pupils through the detailed exemplification it has for each key learning intention. • Teachers keep accurate records of pupil attainment by entering data using the 2Simple Computing Assessment Tool. • Tracking of attainment by using the 2Simple Computing Assessment Tool is used to inform future planning.
EYFS	

Computing in the Early Years Foundation Stage is covered by a 'Mini Mash' section within our scheme.

At Holdbrook, We aim to provide our pupils with a broad, play-based experience of Computing in a range of contexts. We believe the following:

- Early Years learning environments should feature ICT scenarios based on experience in the real world, such as in roleplay.
- Pupils gain confidence, control and language skills through opportunities to ‘paint’ on the interactive board/devices or control remotely operated toys.
- Outdoor exploration is an important aspect, supported by ICT toys such as metal detectors, controllable traffic lights and walkie-talkie sets.
- Recording devices can support children to develop their communication skills. This is especially useful for children who have English as an additional language.