

## **Computing**

### **Intent**

At St Oswald's, we believe a high-quality Computing education equips all children – including disadvantaged pupils, children with SEND, and those with EAL – with the skills and knowledge in computational thinking and creativity to help them understand the world they live in and to grow into ambitious, successful young people.

Our Computing curriculum prepares children for life in a rapidly changing, digital world. Through an adaptive, engaging and challenging curriculum, we provide opportunities for pupils to develop confidence in using technology safely and responsibly, while motivating and inspiring them to achieve across the wider curriculum.

We aim for all members of our school community to develop the digital knowledge, resilience and creativity needed to thrive in an ever-changing technological landscape. At St Oswald's, Computing is rooted in pupil experience: children are encouraged to be creators and innovators, not just consumers of digital content.

Our curriculum helps pupils to see technology as an integral part of modern life and shows them how to harness its potential for the future. Computing is an evolving subject that challenges children to solve complex problems, collaborate effectively, learn from mistakes and refine their ideas – skills that will prepare them for lifelong learning and success.

### **Implementation**

In Years 1 to 6 our children participate in regular Computing lessons using a structured scheme of set lessons. In EYFS, rather than a scheme with set lessons, the Early Years curriculum is designed to integrate into the day-to-day routine and set-up of our Early Years setting with opportunities for using kapow to support our children in working towards early learning goals. We have invested in Kapow to support teachers with their planning and delivery of the Computing curriculum as it caters for all children, including those with SEND, EAL and from disadvantaged backgrounds. This allows our children to build on their learning as they progress through school, increasing their vocabulary and improving their knowledge and skills. E-safety is referred to in every computing unit, in addition to discrete units taught at some point throughout the year. Our PSHE curriculum also contributes to our delivery of e-safety. Our E-safety lessons build on prior knowledge and are adapted to suit the requirements of the children within the class and current issues that may be relevant. We also take part annually in 'Internet Safety Day' which reflects current issues. We engage with parents carers and the local provide up to date information regarding keeping children safe online. The local PCSO re-enforces messages of keeping children safe.

### **Impact**

Evidence of progression and achievement will be seen in examples of children's work stored on the server. As a result of effective implementation, children will be able to apply their skills and knowledge in other areas of learning. Children will be able to share their knowledge of how to be a responsible user of technology through discussion when questioned. Children will be familiar with and will discuss their understanding of the three main strands and will know key vocabulary associated with these.

### **Curriculum Links**

In addition, to weekly Computing lessons, pupils are given many opportunities to apply their digital skills and knowledge in other subject areas.

#### **Some examples include:**

Cross-curricular learning using technology to research and present information across all subjects.

*History and Geography* – exploring digital maps to investigate how places change over time, using virtual tools to travel the world or visit historical sites (such as exploring inside an Egyptian pyramid).

*Art and Design Technology* – experimenting with digital graphics and image creation, taking photographs and videos with iPads or cameras, and producing stop-motion animation.

*Mathematics* – developing logical thinking and problem-solving through the use of calculators, spreadsheets, and data handling tools. As well as using times table rockstars and My Maths.

*English* – using spell-check tools, word processing software, and publishing work digitally, such as creating books.

*Music* – composing and performing with digital tools such as GarageBand, for example creating music for a festival.