Manor Primary School Curriculum Statement

Computing

Vision Statement for Computing: Children should understand how computers work (computer science), how to use them effectively (information technology), and the implications of using technology (digital literacy). We want them to be well-prepared to start their journey to secondary school, and to have an understanding about how jobs and careers can incorporate computing.

Intent:

- In FS1, technology provision is achieved through continuous provision and child-led projects, as described in the Kapow guidance
- In FS2, technology provision is achieved through continuous provision and child-led projects (as above) for the autumn and spring terms. Then in the summer term, 3 units from the Kapow condensed curriculum units are covered in preparation for the transition to KS1.
- In KS1 and KS2, the computing curriculum is achieved by using the Kapow mixed-age curriculum units, further informed by the Kapow condensed curriculum units
- Teach within a 2-year curriculum cycle to ensure coverage and progression
- Ensure that sufficient time is given to teaching computing
- Work with curriculum leads in other local schools and other professional networks
- Provide at least a half-termly online safety lesson using the Project Evolve resources, in addition to responsive content to address emerging concerns
- Use the 360safe tool from the SWGfL to self-review our online safety provision and take improvement actions

Implementation:

Timetabling

- In FS1, some resources are always available for child-led learning and others are provided on a thematic basis
- In FS2, some resources are available for child-led learning in addition to technology learning units in the summer term
- In KS1 and KS2, computing units are taught every other half term and a lesson would normally last 60 minutes

Resources

- Children use Chromebooks and iPads
- Physical resources depending on units, including Bee Bots and Pro Bots

Curriculum content

- We have used the Kapow mixed-age group curriculum, further informed by the Kapow condensed curriculum
- We use Project Evolve resources for online safety learning alongside the computing curriculum.

A typical computing lesson

- Teachers will use the 'attention grabber' content from the Kapow lesson plan website
- The 'main event' from Kapow will expose children to the knowledge and skills they need for the lesson
- Teachers will explicitly model how to undertake the task.
- Step-by-step guides with screen shots (when relevant) are available for support.
- Differentiation is explicit in the Kapow lesson plan, both for children needing extra support and children working at greater depth
- Children will 'wrap up' the lesson, often with a reflection on what they have learnt and how they overcame any difficulties encountered

Assessment

- Teachers make use of formative assessment during lessons and will differentiate tasks and questioning appropriately
- Knowledge organisers are available on each Kapow unit page to support teachers' knowledge and delivery
- The content from the knowledge organiser is assessed at the end of each unit using the Kapow 'unit quiz' and the pupil answer sheet will be stuck into books
- The Kapow 'knowledge catcher' as additional evidence for children working at greater depth
- Teachers record assessment judgements in OTrack

Enrichment

- Three children in each class are identified by the class teacher to be Digital Leaders. Support and development opportunities are provided to these children by the computing coordinator.
- Weekly Code Club run by volunteers from a local software company has been run since 2017. Invitations to join this are made to children in KS2 identified as working at greater depth.

- We take part in Safer Internet Day each February, following the UKSIC theme for the year. All classes undertake additional online safety learning for this content and if appropriate will create some materials (e.g. posters, videos, writing). Around this time, we share additional information with parents about online safety with a focus on what they can do at home.

Reading in computing

- Children regularly read to access information during computing, seen most intensively when researching information online
- Relevant reading content is available through the MyOn website, either to use with the whole-class or for children to explore independently

Computing across the curriculum

- Kapow units focused on digital literacy can be used to support other curriculum content happening at the same time
- Resources available (Chromebooks, iPads) are used to support other curriculum areas
- Skills children develop through computing support them to enhance learning in other curriculum areas

External relationships

- Engage with the Computing At School community, where currently our computing coordinator jointly leads these
- Leading the local computing leaders' network, re-starting from July 2022

Impact:

- Children's work is saved in their Google Drive (where possible), or photos/screen shots saved/stuck into books (where relevant)
- Unit quizzes (for all) and knowledge catchers (for children working at greater depth) are stuck into books
- Assessment data is monitored by the computing coordinator to support dialogue with teacher

Next steps

- Knowledge and skills plan for Digital Leader sessions
- Look at how to introduce DLs in KS1
- Pupil conferencing and work scrutiny
- Learning walks / lesson observations