

Computing

Intent

At St James' Church of England Primary Academy, we strive to prepare all our children to successfully aspire to a wealth of opportunities with curiosity and resilience embedded in all they do. We aim to embrace technology as it has become an integral part of everyday life. Through our Computing curriculum, we aim to give our pupils the life-skills and opportunities that will enable them to embrace and utilise new technology in a socially responsible and safe way in order to flourish. We want our pupils to be able to operate in the 21st century workplace and 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 and we recognise that Computing can allow children to share their learning in creative ways. We want our pupils to be creators not consumers and our broad curriculum encompassing computer science, information technology, digital literacy and online safety reflects this. Through the use of various digital mediums, children at St James' will develop problem-solving and critical thinking skills that enable them to become reflective, creative learners who are not afraid of the ever-changing digital world.

Implementation

Computing lessons are taught using the Rising Stars scheme of work with six units per academic year for each year group. We are flexible in our approach to teaching Computing in order to meet the needs of our class and may opt to teach weekly Computing sessions or teach a unit within a week long block. The knowledge/skills statements build year on year to deepen and challenge our learners. Where appropriate, meaningful links will be made between the Computing curriculum and the wider curriculum. During our lessons will aims to inspire curiosity in order that they gain the very most from all they experience.

Computer Science	Information Technology	Digital Literacy
Computational Thinking	Word Processing/Typing	Self-Image and Identity
Computer Networks	Data Handling	Online Relationships
Programming	Presentation, Web design and e-Book making	Online Reputation
Coding of games, websites and apps	Animation	Online Bullying
	Video Creation	Managing Online Information
	Photography and Digital Art	Health, Wellbeing and Lifestyle
	Sound	Privacy and Security
	Using search engines	Copyright and Ownership

Impact

Our approach to the curriculum results in a fun, engaging and high-quality Computing education. The quality of children's learning is evident through sharing good examples, where examples of work and photos of learning are shared. As a topic-based approach continues to be developed, teachers are able to revisit misconceptions and knowledge gaps in computing when teaching other curriculum areas. This supports varied pace of learning and ensures all pupils make good progress.

Much of the subject-specific knowledge developed in our Computing lessons equips pupils with experiences which will benefit them in secondary school, further education and future workplaces, providing them with the best of opportunities as they move on through life. From research methods, use of presentation and creative tools and critical thinking, computing at St James' gives children the building blocks that enable them to pursue a wide range of interests and vocations in the next stage of their lives.