

**Computing**

**at Sharlston Community School**

**Intent**

Due to living in an increasingly digital world, at Sharlston Community School, we are committed to providing all children with learning opportunities that will engage them in Computing. A high-quality Computing education should:

* Provide a broad, balanced, challenging and enjoyable curriculum for all pupils
* Meet the requirements of the National Curriculum Programmes of Study for Computing at Key Stage 1 and 2
* Respond to new developments in technology
* Equip pupils with the confidence and skills to use digital tools and technologies
* Develop pupil’s computational thinking skills that will benefit them throughout their lives
* Enhance and enrich learning in other areas of the curriculum using technology
* Develop the understanding of how to use computers and digital tools safely and responsibly

The use of computers and computer systems is an integral part of the National Curriculum and knowing how they work is a key life skill. At Sharlston, we recognise that pupils are entitled to a broad and balanced computing education with a structured, progressive approach to their learning. Our bespoke curriculum encourages children to understand how computer systems work and how to use a range of technology and skills to become digitally literate in order to participate fully in the modern world, within the strands of computer science, digital literacy and information technology (IT).

Our curriculum is interwoven with developing the key attributes embodied within our AT SHARLSTON WE SHINE message:

**S** how Respect -Respect ourselves, others, property and our surroundings

Intent: to encourage children to use technology safely, respectfully and responsibly in accordance with the online safety policy and to create compassionate learners, who collaborate effectively online.

 **H** ave ambition -Have high aspirations to succeed in life

Intent: to inspire, motivate and stimulate pupils with the essential life skills necessary to fully participate in the modern, digital world.

**I** nvolve every one -Enjoying being together, and celebrate differences

Intent: to offer opportunities for communication and collaboration through group work both in and out of school and to have the flexibility to meet the individual needs and abilities of each pupil.

**N** ever give up -Be resilient and determined to do your very best

Intent: to offer opportunities to consistently develop understanding of new software, resources and technology and to evaluate and adapt, when problems arise with resilience.

**E** njoy learning –Engage with learning new things in and out of school

Intent: to enable children to become creators of digital content rather than simply consumers of it by providing access to rich and varied sources and information.

**Implementation of the Computing Curriculum**

There now exists a wealth of software, tools and technologies that can be used to communicate, collaborate, express ideas and create digital content, therefore, a two-year, long term rolling programme maps out the coverage of teaching and learning opportunities for children to develop and embed these progressive skills.

It is important, in the foundation stage, to give children a broad, play-based experience of technology and computing in a range of contexts, including unplugged and outdoor activities. Early years learning environments should feature technological scenarios based on experience in the real world, such as in role-play. Children gain confidence, control and language skills through opportunities such as ‘programming’ each other using directional language to find toys/objects, creating artwork using digital drawing tools and controlling programmable toys. Outdoor exploration is an important aspect and using digital recording devices such as video recorders, cameras and microphones can support children in developing communication skills.

In Key Stage 1 and 2, our curriculum focuses on four key strands:

* Computer Systems and their Networks (including online safety)
* Programming
* Creating Media (Digital Literacy)
* Data and Information

Online safety, when using technology is extremely important, therefore, children are taught and reminded (throughout the year) how to stay safe online. Further work on online safety is completed during Anti-Bullying Week and Safer Internet Day. Resources such as Now Press Play can also be used to support the teaching of online safety and embed this into the whole curriculum. *See online safety policy for more details.*

**Impact**

After following our Computing Curriculum, children at Sharlston Community School will be digitally literate **and able to use and express themselves by developing their ideas through information and communication technology. They will do so at a level, which is suitable for the future workplace enabling them to actively participate in the ever-adapting digital world.**