

What Computing looks like at our school?	This is our philosophy:	This is what we plan to do:
<ul style="list-style-type: none"> • The Computing Curriculum 2014 aims to ensure that all pupils can understand and apply the most important principles and concepts of computer science, including abstraction, logic, algorithms and data representation. We therefore give children the necessary skills to break down a problem, predict what will happen and use logic to find a solution through practical experience • We do this through children being taught Computer Science, which includes the art of programming and coding from Years 1-6 as well as in the Foundation Stage. • Computing is taught both explicitly and discretely, where it underpins lessons in other areas of the curriculum 	<ul style="list-style-type: none"> • Computing replaces Information and Communication Technology (ICT), with a greater focus on programming, rather than operating programs. • Developing computing skills are essential in order that children can access the modern world. • Technology surrounds us and is developing at an ever-increasing pace. In order to equip our children for this, we must develop their critical thinking skills and encourage an exposure to a range of technology so that they may adapt to new technologies as they arise. • Digital Literacy - this involves the teaching of ‘eSafety’ where children are taught to use technology safely and respectfully, keep personal information private and evaluate the internet content for suitability and report any inappropriate content to staff immediately 	<ul style="list-style-type: none"> • Children learn what algorithms are, which do not always involve computers. When explained as "a set of instructions", these ideas can be illustrated using recipes, or by breaking down the steps of children's morning routines. But they will also be creating and debugging simple programs of their own, developing logical reasoning skills and taking their first steps in using devices to create, organise, store, manipulate and retrieve digital content using apps like Scratch Jnr, Daisy the Dinosaur; software programmes like j2code and use of equipment like Beebots • Computing is taught through discreet programming lessons using software such as ‘Scratch’ where the children learn about data, algorithms, repetition, iteration and computer networks. • Children will be creating and debugging more complicated programs with specific goals and understanding concepts like variables and sequence, selection and repetition in programs. They will be developing their logical reasoning skills and learning to use websites and other internet services. This will enable children to develop an understanding of the principles of Computer Science by promoting and developing their computational thinking

This is what you might see:	This is how we know our children are doing well:	This is the impact of our curriculum:
<ul style="list-style-type: none"> • Children using a range of Computing equipment effectively and confidently • Children's purposeful use of digital technologies across the curriculum to create, organise, store, manipulate and retrieve digital content, as well as recognise common uses of information technology beyond school • Children demonstrating eSafety effectively 	<ul style="list-style-type: none"> • Regularly monitoring of the Computing curriculum • Display of achievements • Pupil questionnaire • Parent questionnaire • Scrutiny of planning and verbal discussions with class teachers to assess progress 	<ul style="list-style-type: none"> • Children use Computing effectively across the curriculum and beyond the classroom • Children understand the safety implication of everything they do • Children use Computing to express themselves effectively in all areas