

Intent, Implementation and Impact in Computing



Intent	Implementation	Impact
<p>In our school we equip our children to become independent users of computing technologies, ready to participate in a rapidly changing world where work and leisure are being transformed by technology. We recognise that technology is a significant part of everyone's daily life and it is our intention that our children should have an eagerness to explore and learn about the digital systems around them.</p> <p>We continually strive to deliver a high-quality computing curriculum where our children gain confidence and practical experiences to enable them to independently find, explore, analyse, exchange and present information, developing the skills necessary to be able to use information in an effective way. We want our children to acquire a wide range of fundamental skills, knowledge and understanding that will equip them to participate safely in the digital world beyond our school.</p> <p>We believe that computing is an essential part of the curriculum, being a subject that not only stands alone but contributes significantly to all subjects. There is a wealth of learning opportunities and transferable skills both within computing lessons and across other curriculum subjects.</p>	<p>In EYFS the children's computing is centered around play-based activities. The children will:</p> <ul style="list-style-type: none"> ● experience, through their continuous provision, technology and computing skills through exploration of different technology used in school and at home ● use the interactive whiteboard and tablets to explore paint tools, watch videos, listen to music and stories, participate in handwriting and music lessons and play games ● learn to program a Bee-Bot to complete a simple route, understanding that instructions need to be clear, precise and accurate ● use remote control cars ● learn that mobile phones and tablets can take photographs and record video ● begin to become familiar with some keys on the computer keyboard, e.g. to type their name, password, return key ● begin to understand the need for internet safety as they explore the world around them and how technology is an everyday part of their learning and understanding of the world <p>Years 1-6: Our curriculum scheme of learning ensures the full coverage of the National Curriculum following the identified programmes of study for all children.</p> <p>At our school we use the scheme 'Purple Mash' as a basis for our computing planning. This scheme is supported with other resources, such as programmable robots. Purple Mash is a comprehensive suite of online learning tools and content, designed to be used by primary aged children both in the classroom and at home. Purple Mash provides a safe environment that does not require any downloading or allow interaction with people online. We use the scheme to support the</p>	<p>The implementation of this computing curriculum at Beaulieu Village Primary School allows the children to understand and explore digital technology beyond our school, be equipped to use technology effectively and work safely online.</p> <p>As children become more confident in their abilities in computing, they will become more independent and key life skills such as problem-solving, logical thinking and self-evaluation will develop. They will be confident to try new activities and show greater perseverance.</p> <p>We measure learning against the key objectives and skills identified within the sequence of learning. This may be through practical work, use of quizzes, quick assessment, or through discussion.</p>

	<p>curriculum and encourage the children to continue their learning at home, as appropriate. It is also a resource that children can explore and enjoy if they have spare time at home. There are many video guides that support independence in learning new skills.</p> <p>The Purple Mash units for key stage 1 and 2 are based on a spiral curriculum, where the clear progression ensures that the children are continually building on their prior learning as they systematically develop their understanding of key ideas and their computing skills. Themes and skills are revisited (at least once in each year), and pupils revisit each theme through a new unit that consolidates and builds upon previous knowledge and skills.</p> <p>Coding forms a large amount of the computing learning. In KS1 the children learn about the language and concepts associated with computer programming by using Bee Bots (simple programmable floor robots) and Purple Mash coding lessons. In KS2, the children use more challenging coding programs on Purple Mash which develop knowledge, understanding and skills in computer programming, where they can create interactive programs, such as stories, games, interactive quizzes and animation. As children debug and create their own sequences of code, they learn to think creatively, work collaboratively and reason systematically.</p> <p>The school's computing curriculum overview, skills and knowledge documents show the specific coverage and progress for each year group.</p>	
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