Intent, Implementation and Impact in Computing

Our Values:

Have Courage	Be Kind	Shine

Our Curriculum Intent

As a small village school on the Beaulieu Estate, we have designed an exciting curriculum where each child is **inspired** to have **self-belief, to love learning and to strive for their personal best.** Our curriculum is built on our values- have **courage, be kind and shine**. Our school is a **family** where we encourage children to think creatively, embrace their own individuality and develop a deep love of learning.

Our curriculum is coherently planned, designed to provide children with opportunities to **embrace their own individuality**, to form **strong relationships** with others, to **think creatively** and to work hard. It is rooted in our locality and filled with opportunities for enrichment to create unique memories.

Our curriculum focuses on knowledge and skills using the national curriculum as a starting point. It reflects ethnic diversity; builds independence; supports building resilience and coping with challenge and change; provides experience of leadership and responsibility.

Our curriculum is carefully sequenced through Journeys to Excellence- small steps build on prior knowledge and skills and are bespoke to each class. We recognise that learning is a change to long term memory and we want our children to know more, and remember more so these progressive journeys encourage children to retrieve prior learning. Our learning journeys have carefully considered end points which allow children to demonstrate high standards.

Our curriculum is designed to meet the needs and interests of **each child** to help them to **thrive in an uncertain future** by ensuring that they are well equipped for the next stages in their education.

Computing Intent

We explore **courage** in computing by showing resilience to new skills and by embracing safeguarding with online relationships, standing up for what we know is right.
Our aim is to enable all children to **shine** in computing by manipulating computing skills to individually express our own creativity, consistently updating our computing skills and emerging technologies, and participating in projects which include problem-solving.
Our approach to **kindness** through computing is to practice acts of digital kindness by keeping ourselves and each other safe online; being respectful in online discussions; using positive language online and inclusively acknowledging others' work.

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.

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.

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.

Implementation

In EYFS the children's computing is centered around play-based activities. The children will:
● 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 coding 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

Years 1-6:
Our curriculum scheme of learning ensures the full coverage of the **Computing National Curriculum** following the identified programmes of study for all children. Our curriculum also has woven within coverage of the DfE '**RSHE: Online Relationships and Internet Safety and Harms'** statutory requirements. The Gov.Uk Guidance '**Education for a Connected World Framework 2020:** *a framework to equip children and young people for digital life*' is also carefully embedded within the children's learning in computing.

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 and micro:bits. We access Purple Mash as it offers a comprehensive suite of online learning tools and content and it provides a safe environment that does not require any downloading or allow interaction with people online. This scheme supports our curriculum and encourages 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.

The Purple Mash units for key stage 1 and 2 are based on a spiral curriculum, where 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 primary phase KS1, LKS2 and UKS2) and pupils revisit each theme through a new unit that consolidates and builds upon previous knowledge and skills.

Coding forms a large amount of our 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 and through micro:bits 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.

We also spend a significant amount of time every year learning about online safety, through age appropriate learning, which includes learning about the advantages, challenges, regulations, risks, online behaviours and relationships and the SMART rules when working online on a variety of devices.

The school's computing curriculum overview, skills and knowledge documents show the specific coverage and progress for each year group.

Impact

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.

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.

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 and observation.