Computing Curriculum Statement

At Carter's Charity, our vision is to provide our children with a high quality, inclusive education inspired by British Values. Excellent teaching and learning form the basis of all our work delivered through a caring, creative ethos.

Our children are encouraged to have a positive attitude, develop resilience in their approach to learning, become confident in their own ability, independent and motivated to achieve their full potential.

We believe that it is our duty to make learning fun, engaging, memorable, accessible and ambitious for all children, instilling in them a love of learning.

We take seriously our duty to teach children about the fundamental British Values of mutual respect and tolerance, democracy, the rule of law and individual liberty. These values are woven through our curriculum so that our learners leave us prepared for life in modern Britain.

Intent

Carter's Charity School computing curriculum aims to instil a sense of enjoyment around using technology and to develop pupil's appreciation of its capabilities and the opportunities technology offers to create, manage, organise and collaborate.

Tinkering with software and programs forms a part of the ethos of the scheme as we want to develop pupils' confidence when encountering new technology, which is a vital skill in the ever evolving and changing landscape of technology.

Through our curriculum, we intend for pupils not only to be digitally competent and have a range of transferable skills at a suitable level for the future workplace, but also to be responsible online citizens.

Implementation

Carter's Charity School's computing curriculum is adapted from Kapow Computing Curriculum. The scheme is organised into five key areas, creating a cyclical route through which pupils can develop their computing knowledge and skills by revisiting and building on previous learning:

- Computer systems and networks
- Programming
- Creating media
- Data handling
- Online safety

The implementation of this curriculum ensures a broad and balanced coverage of the National curriculum requirements, and our 'Skills showcase' units provide pupils with the opportunity to learn and apply transferable skills. Where meaningful, units have been created to link to other subjects such as science, art, and music to enable the development of further transferable skills and genuine cross-curricular learning.

Each year group are taught 18 computing lessons each year, in line with the wider curriculum at Carter's Charity School. Online Safety is an increasingly important element in the lives of the children of our school, and is taught to every year group as part of the computing curriculum in addition to lessons taught through our PSHE curriculum. We also take part in Safer Internet Day as a whole school.

Strong subject knowledge is vital for staff to be able to deliver a highly effective and robust computing curriculum. Each unit of lessons include teacher videos to develop subject knowledge and support ongoing CPD. The school has access to a range of devices to enable the children to engage with computing, including tablets and laptops.

EYFS

Our computing curriculum begins in EYFS with a grounding in use of computer keyboards and mice, along with other devices. There is an introduction to programming through following and creating instructions, and later the use of BeeBots. There are also lessons on staying safe online and a unit covering handling data.

Children with Special Educational Needs and Disabilities

Lessons incorporate a range of teaching strategies from independent tasks, paired and group work as well as unplugged and digital activities. This variety means that lessons are engaging and appeal to those with a variety of learning styles. Adaptive teaching is available for every lesson to ensure that lessons can be accessed by all pupils and opportunities to stretch pupils' learning are available when required.

More Able Children

By using open-ended tasks more able children are allowed to fulfil their potential and explore the possibilities provided by the technology. By using commonly available apps and programmes, children are able to continue their learning outside of lesson time.

Impact

The impact of the computing curriculum at Carter's Charity School is constantly monitored through both formative and summative assessment opportunities. Each lesson includes guidance to support teachers in assessing pupils against the learning objectives and each unit has a unit quiz and knowledge catcher which can be used at the start and end of the unit.

Pupils should leave school equipped with a range of skills to enable them to succeed in their secondary education and be active participants in the ever-increasing digital world. Our aim is that the children will:

- Be critical thinkers and able to understand how to make informed and appropriate digital choices in the future.
- Understand the importance that computing will have going forward in both their educational and working life and in their social and personal futures.
- Understand how to balance time spent on technology and time spent away from it in a healthy and appropriate manner.
- Understand that technology helps to showcase their ideas and creativity. They will know that different types of software and hardware can help them achieve a broad variety of artistic and practical aims.
- Be able to use technology both individually and as part of a collaborative team.
- Be aware of online safety issues and protocols and be able to deal with any problems in a responsible and appropriate manner.
- Have an awareness of developments in technology and have an idea of how current technologies work and relate to one another.