



Computing

Aims and Objectives

Computing helps to prepare children for the developing world. The subject encourages children to develop an understanding of how technology makes a difference in all aspects of life - at home, at school and in the workplace - as well as considering the impact technology has had on society over the years. Children should develop Computing skills that can thoughtfully applied in a range of different situations, with children developing increasing independence in the choices they make about which technology to use to help them reach the desired outcome. As they progress through KS1 and 2 children will become increasing confident in the application of their digital skills, becoming increasingly efficient and effective communicators, collaborators and analysts, showing imagination and creativity in their use of ICT in different aspects of their learning and life beyond school.

Teaching and Learning

Within both KS1 and KS2 this curriculum should be covered primarily through day-day teaching and making use of the range of technology available within school. Across Key Stages 1 and 2, there will be a focus on contextual skill development and also provide experiences which can then be applied in other work.

To ensure children have the opportunity to develop a wide range of skills, experiences and competencies with technology, the curriculum has been broken down into 6 key areas, with the core principles permeating through each area.

- **Algorithms**
- **Programming & Development**
- **Data & Data Representation**
- **Hardware & Processing**
- **Communications & Networks**
- **Information Technology**

The coverage of each area will vary year group by year group, with some areas being covered primarily in KS1 and others primarily in KS2. The emphasis on Programming increases as children move through Honington CEVCP School.

It is important that technology is used as a day-day element of school life and across all subject areas, therefore if opportunities to use ICT arise which do not fall within the curriculum for each year group they should be taken advantage of.

Assessment and Recording

Computing learning is recorded in the Class Book and saved digitally. Due to the practical nature of Computing, evidence of work undertaken by children can be in the form of a photographic record or a screenshot of each child's finished piece. This can also be done through photographic evidence of children's evaluations at the end of a project where they are marketing something they have designed, such as a game or a toy, for example.

Teachers assess children's knowledge, understanding and skills in Computing by making observations of the children working during lessons. As part of our assessment for learning process children will receive feedback in order to aid progress in the subject. Children are also encouraged to be critical of their own work for example using self-assessment and peer assessment. Foundation subjects will be assessed by class teachers using Insight, showing children's attainment and progress. Leaders then analyse this data and provide feedback to the teachers in order to inform and improve future practice.

Inclusion

Lessons and activities are planned to include all children by using a range of approaches. This includes: questioning, use of equipment, mixed ability grouping and talk partners to enable children to offer peer support. Lessons are planned to facilitate the best possible outcome for all children within the class.

Spiritual, moral, social and cultural development and British Values

Collaborative work in Computing develops mutual respect for the differing opinions, beliefs and abilities of others. In addition, children develop a respect for the resources used and understand the importance of looking after them. They learn to appreciate the value of similarities and differences and learn to show tolerance. A variety of experiences teaches them to appreciate that all people – and their views – are equally important. Children are encouraged to work in a democratic way, exercising the 'give and take' required for successful teamwork, this is particularly true of topics which require children to work in groups to research or to design and create a product. Computing also enables children to appreciate the importance of staying safe online and respecting others.

Safe and Responsible Use

E-safety is a fundamental element of computing teaching and technology use at Honington CEVCP School. The school has a separate E-Safety policy, and E-Safety sessions take place regularly in each year group as part of both computing and PSHE sessions.