

Curriculum Statement for Computing at Earley St Peter's CE Primary School



Intent

At Earley St Peter's the aims of our Computing curriculum are to enable the children to:

- understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation;
- analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems;
- evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems;
- be responsible, competent, confident and creative users of information and communication technology.

Implementation

In Key stage 1, pupils are taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions;
- create and debug simple programs;
- use logical reasoning to predict the behaviour of simple programs;
- use technology purposefully to create, organise, store, manipulate and retrieve digital content;
- recognise common uses of information technology beyond school;
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

In Key stage 2, pupils are taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts;
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output;
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs;
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration;
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content;
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information;
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Impact

Through our Computing curriculum, we aim to foster, in our pupils, a positive attitude towards Computing regardless of their attainment. We also aim to equip pupils with the Computing skills and vocabulary that will enable them to be computer literate members of society.

Assessment

Assessments of the children's knowledge and understanding is ongoing throughout the year. Every term, teachers update each pupil's Computing progress on the school's assessment package, Target Tracker. Assessment includes observations, discussions and written outcomes. An overview of whether a child is working at age related expectations plus their attitude to learning Computing is reported to parents/carers in a written annual report.

Written by Mrs K New

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