

Our Curriculum:

- is underpinned by our whole-school vision to provide an inclusive, high-quality education that celebrates our diverse community
- is planned to provide a high quality computing education
- inspires our children to use computational thinking and creativity to understand and change the world

Spiritual Development - children have the opportunity to express themselves and develop their ideas using Information Technology. As global e-citizens, we prioritise responsible communication and sharing online, fostering respect and mindfulness to ensure the safety of ourselves and others in digital spaces. This approach not only enhances their technical skills but also cultivates a strong sense of digital citizenship and ethical awareness.

We use a range of summative and formative assessment strategies to support children's progress, in computing.

Children leave our school digitally literate, and are able to use, and express themselves safely, through information and communication technology, as active and responsible participants in a digital world.

The Computing Subject lead monitors the impact of computing teaching by:

- Maintaining subject portfolio
- Monitoring children's work and displays
- Talking to children about their learning

COMPUTING



INTENT

IMPLEMENTATION

IMPACT

Inclusive for all

We provide opportunities for children to learn in different ways

- Use of pictures alongside vocabulary to support understanding
- Group work and Independent work
- Peer support
- Asking questions and developing curiosity
- Applying skills to an end task

Three key concepts:

Online Safety, Sharing information and Coding



Each concept is revisited throughout the school through engaging topics which are carefully sequenced and planned to **build** on previous learning using the **Purple Mash** scheme of work.

Regular and rigorous teaching of the principles of online safety from EYFS to year 6

Children are taught **Computer Science**, learning the principles of:

- information and computation,
- how digital systems work
- how to put this knowledge to use through programming

As our children move through the school, their deepening knowledge and understanding will equip them to use **Information Technology** to create programs, systems and a range of content.

Links are made with mathematics, science and design & technology

Children gain insight into both natural and artificial systems

Accessible for all

Strategies we use in Science to support SEND and EAL children

- Explicitly pre-teach key skills, vocabulary and the use of equipment.
- Provide opportunities for rehearsal and application of skills
- Provide visual prompts and verbal guidance to aid application.
- Have access to recorded videos of demonstrations

COMPUTING AT CRINGLEFORD CE VA PRIMARY SCHOOL

	Autumn	Spring	Summer
EYFS	Play, pause CDs on music station Use IAWB to play teacher selected games,	Investigating mini mash app on iPads and the laptops Using drawing app on Ipad	Beebots (programming) Using websites to play simple games on Lap top and on Ipad
Year 1	Online Safety & Exploring Purple Mash Grouping and Sharing Pictograms Lego Builders	Maze Explorers Animated Story Books	Coding Spreadsheets Technology Outside School
Year 2	Coding Online Safety Spreadsheets	Questioning Effective Searching Creating Pictures	Making Music Presenting Ideas
Year 3	Online safety Coding	Email (inc email safety) Touch Typing	Presenting Simulations Branching data bases Graphing
Year 4	Coding Online Safety	Spreadsheets Effective Searching	Logo Animation
Year 5	Coding Online Safety	Spreadsheets Databases Game Creator	3D Modelling Concept Maps
Year 6	Coding Online Safety Spreadsheets Blogging	Text Adverntures Networks Quizzing	Understanding Binary Spreadsheets