



## Intent

Our computing provision aims to create excitement, curiosity and inclusivity by providing the building blocks and transferable skills to learn a skill in computing and apply it in other areas. It also aims to make pupils become aware of how to be safe online and to be able to complete many tasks using different computer programmes.

## Curriculum

Computing is taught through Purple Mash. This is a platform that the children are able to access easily with different programmes and the software and hardware is readily available: this can be used to enhance other subjects taught at St James.

### Knowledge/Skill development:

- Coding and computational thinking
- Spreadsheets
- Internet and email
- Art and Design
- Music
- Databases and graphing
- Writing and presenting
- Communication and networks

**Sequencing of content:** Computing is a linear subject which requires starting with the basics and then building on these once they are secure. Pupils build on skills in different subject areas each year and as they become more confident in using the programmes they are able to produce an end product in line with what they have learnt. As each building block becomes secure, more is added. E.g teaching the vocabulary which is recapped each lesson and each unit. By the end of KS1 children will have learnt a variety of basic skills to support them in future sessions. Vocabulary is also developed and extended. They will have completed algorithms and used debugging. They will have used technology purposefully to create, retrieve and organise. They will also have looked at how to use the internet safely. By the end of KS2 they will be able to design, write and debug programmes, use variables in programming. They will be able to understand how networks such as the internet work and used a variety of different ways to present data.

## Implementation

### How is it taught?

- Through the platform Purple Mash
- Delivered through weekly stand alone lessons.
- The scheme is followed and units are delivered to fit in with the needs of the children.
- Vocabulary is taught and shared/displayed during each lesson for pupils to access and use.
- Teaching links to other areas of the curriculum such as maths and science.
- Combination of PowerPoint and practical hands on activities on their iPads or computers.
- Pupils learn to be able to problem solve in a variety of different situations and link the key vocabulary with the learning.

### Support:

All children are able to access the lessons through their own individual username and log in. They are able to log in at home too where they can work on tasks or play games with their parents. The skills that they develop are built upon through the years over their school time. The key vocabulary is also built upon and recapped throughout the lessons. Children are taught how to complete a task through modelling and they are able to continue with their own tasks independently. The Purple Mash programme builds upon prior knowledge and allows children the opportunity to experience different subjects through different media. The children develop problem solving skills through trial and error and checking through their different activities.

## Impact

### How do we know our children have learnt more and remembered more?

Ongoing assessment within lessons.

Responses to key questions.

Repetition of new vocabulary.

Retrieval practice: Children take part in regular mini-quizzes and retrieval activities to strengthen their memory. Each lesson begins with a questioning re-cap of what has been taught previously.

Cold Call: Ask a variety of children questions about previously taught content to ensure all are engaged.

Teacher assessment related to core content/knowledge gained at the end of each unit.

### What are we aiming for?

Children who are competent with technology and our children should be able to:

- Use a variety of different programmes to present information in a variety of different ways.
- Link areas of learning to computing and use computing to enhance their learning.
- Create games and programmes for others to use.
- Communicate safely in different ways.
- Be safe when online.