

Subject	Computing
Overview Intent	National Curriculum Overview The Aims of Computing KS1 <ul style="list-style-type: none"> ● 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 KS2 <ul style="list-style-type: none"> ● 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.
Planning provision Implementation	How are lessons, schemes of work, units sequenced to help make pupils progress? How is Computing timetabled, delivered, staffed & resourced?

	<p>Our Computing curriculum is designed to equip children with skills and understanding to live in a technological world; this includes being able to use a variety of computer software and coding programmes. There is an importance on Online Safety for all year groups.</p> <p>Computing sessions are delivered regularly. Computing is also used in a cross curricular way and is an important tool for learning in our technological world.</p> <p>Computing will be delivered by either the class teacher and/ or a HLTA who has received training and guidance on the subject.</p> <p>We undertake regular reviews of our technology and software to ensure the best provision is maintained.</p>
<p>Example of sequence of learning</p>	<p>How does Computing build on prior knowledge & understanding?</p> <p>A coherent long term plan where pupils get plenty of opportunities to revisit and recall previous learning.</p> <p>Key Stage 1</p> <p>Lesson 1: Launch the coding software and look at basic commands as a class</p> <p>Lesson 2: How to access programme on computers and find the buttons</p> <p>Lesson 3: simple 1 step code to move forward</p> <p>Lesson 4: simple 1 step code to move backwards</p> <p>Lesson 5: simple 1 step code to move sideways</p> <p>Lesson 6: Can you join the previously learned commands</p> <p>Key Stage 2</p> <p>Coding:</p> <p>Pupils will learn to use a coding programme to achieve a specific goal such as:</p> <p>Lesson 1 Creating a simple programme to achieve 1 outcome i.e. turning a light on or off</p> <p>Lesson 2 Adding steps to the programme to change colour/ duration and sequence of the light turning on or off</p>

	<p>Lesson 3 Using variables such as repeat/ loop to create a sequence that lasts for a chosen period of time</p> <p>Lesson 4 Create a sequence of code based upon a set of instructions</p> <p>Lesson 5 Use a pre-made sequence of code to debug</p>
<p>Assessment</p> <p>Impact</p>	<p>Focus on end of unit objectives</p> <p>Example for KS2 coding</p> <p>Pupils give a problem solving type of activity based around the topic. Pupils would be asked to solve/ fix the problem and show the steps (screenshots, slides or other) of how they did this. This will show their application of skill and knowledge.</p>
<p>CPD</p>	<p>How do we ensure teachers are equipped?</p> <p>Staff meetings e.g. Google Classroom training</p> <p>CPD where appropriate and available</p>