Computing at Spire Junior School
Curriculum Statement

Intent of the Computing Curriculum

The central aim of our school curriculum is to develop the whole child and shape their minds for positive learning experiences about the world around them. We strongly believe in encouraging curiosity, exploration and developing a strong sense of self-identity.

At Spire Junior school we hope to prepare our children for a future in an environment which is shaped by technology. We intend to build a computing curriculum that ensures that by the time the children leave Spire Junior School, they will have gained key knowledge and skills in the three main areas of the computing curriculum: computer science (programming and understanding how digital systems work), information technology (using computer systems to store, retrieve and send information) and digital literacy (evaluating digital content and using technology safely and respectfully).

As a school, we embrace the national vision for Computing and appreciate that, to achieve this, pupils must have access to a curriculum which is 'balanced and broadly based'.

Our aim is to produce learners who are confident, discerning and effective users of technology and who also have a good understanding of computers and how computer systems work, and how they are designed and programmed.

We strive to achieve this aim by:

- Supporting all children in using technology with purpose and enjoyment
- Meeting, and building on the minimum requirement set out in the National Curriculum as fully as possible and helping all children to achieve the highest possible standards of achievement
- Helping all children to develop the underlying skills and capability which is essential to developing Computing capability (such as problem solving, perseverance, learning from mistakes) and apply them elsewhere
- Helping all children to develop the necessary skills to exploit the potential of technology and to become autonomous and discerning users
- Helping all children to evaluate the benefits and risks of technology, its impact on society and how to manage their use of it safely and respectfully.
- Using technology to develop partnerships beyond the school
- Celebrating success in the use of technology.

Computing skills are taught both discretely and through cross curricular links to help support other areas of learning across the school. The school has sets of iPads and Chromebooks, each class has access to these devices every week. In addition, we have a class set of Crumbles and MicroBits to support the teaching of programming. Through the use of these devices our computing curriculum is fun, engaging and of a high quality. The children's learning is evident on Seesaw (a digital platform where pupils can share and create work) when learning in computing and when iPads have been used to support other areas of the curriculum.

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Implementation of the Computing Curriculum

Our curriculum at Spire is carefully planned and organised so as to promote a deep understanding of the projects and concepts that we cover through quality first teaching. We do this by equipping our pupils with the skills and qualities they need to thrive both within the curriculum and within the wider-world.

Computing skills are taught both discretely and cross-curricular, supporting other areas of learning across the school. The implementation of the curriculum ensures a balanced coverage of computer science, information technology and digital literacy. As a school we use the NCCE scheme of work and adapt it when required. Also, where possible these skills are linked to our topics. Employing cross-curricular links motivates pupils and supports them to make connections and remember the steps they have been taught. The children will have experiences of all three strands in each year group, but the subject knowledge imparted becomes increasingly specific and in depth, with more complex skills being taught, thus ensuring that learning is built upon.

The school has a class sets of ipads and Chromebooks that are timetabled for discrete computing lessons and then booked out for cross curricular links. Online safety units are taught using Project Evolve and the importance of online safety key to discussions and our work on Safer Internet Day. Staff audits, CPD and pupil voice are also used to continue to enhance the teaching and learning of the computing curriculum.

Impact of the Computing Curriculum

We are confident our curriculum is successful in the teaching and learning of Computing through a variety of monitoring and feedback activities which have taken place through school.

Our approach to the curriculum results in a fun, engaging, and high-quality computing education. The quality of the children's learning is evident on Seesaw, a digital platform where pupils can share and evaluate their own work both in discrete computing lessons and cross -curricular. Evidence such as this is used to feed into teachers' future planning, and by using the NCCE units we ensure progression is built on each year. Children will be equipped, not only with the skills and knowledge to use technology effectively, but more importantly – safely.