



Becket Primary School
Curriculum Statement for the teaching and learning of Computing

Intent	<p>It is the aim of Becket Primary School to provide a thorough and ambitious education in Computing, equipping them to use technology in a variety of ways across our curriculum. At Becket Primary School our aim is for children in all year groups to apply all of these Computing skills across the curriculum. It is now more important than ever that children understand how to use technology positively, responsibly and safely, as well as seeing good models of this. We will provide opportunities so that the children of Becket leave equipped with transferable digital skills so that they would be successful in further education and at managing their own personal digital lives in the future.</p>			
Underpinned by:	The teaching of skills	Practical		Topic Specific Vocabulary
	Our pupils will be taught to use a range of computer software, including databases, word processing, multimedia presentations, programming and coding.	The curriculum is designed to ensure that children are able to acquire key computing knowledge through practical experiences. Pupils are given opportunities to apply their computing skills and knowledge to support their learning in other curriculum areas. We continuously explore ways in which a range of apps can be used to support lessons in school, and at home, across the curriculum.		Pupils will understand and use appropriate subject specific vocabulary as detailed on the knowledge organiser and vocabulary overview document.
Implementation	The Curriculum	External stimuli	Resources	Thoughtful questioning
	<p>Computing is taught through discreet lessons with skills and then applied across the curriculum. Skills are built upon each year in a cyclical learning plan.</p> <p>The curriculum is broken into three areas; Computer Science, Digital Literacy and Information Technology. Online Safety is taught across the school in Term 1 and Term 6 as well as throughout the year in PSHE.</p> <p>Pupils have access to the school network shared folders that allow them to share their work with teachers and others. All computing work is either stored in pupils books or on the computers.</p>	Children from Reception through to Year 6 are inspired and intrigued by a variety of external stimuli linked to developing their knowledge, understanding and skills from the Computing curriculum. These stimuli varies from online and digital resources to artefacts, objects and real life experiences.	Children have access to a range of resources to support their learning within Computing and when using technology across the curriculum. All children have access to ipads, laptops and computers in order to allow them to have a variety of opportunities to develop and apply their computing skills. A range of software is used through Purple Mash, Scratch and iMovie as well as a variety of apps.	Units of work are taught through our cyclic curriculum which is based on open and inspiring questions which develop the children's knowledge, understanding and skills throughout the Computing curriculum.
Impact	Pupil interviews	Evidence in knowledge	Evidence in skills	Breadth and depth
	Children are able to talk enthusiastically about their knowledge of Computing. Through discussion and feedback, children across the school can confidently articulate	Lesson observations clearly show that pupils know how and why technology is used in the outside world and in the workplace. They	Pupils use acquired vocabulary in computing, including coding lessons. They have the skills to use technology independently, for	Teachers plan a range of opportunities to use computer technology and to develop

	<p>enthusiastically about their computing lessons and speak about how they love learning on the computer. In recent pupil interviews, we were impressed with how confidently children across the school articulate well about the potential risks of being online and can talk about ways to keep safe.</p>	<p>know about the different ways computers can be used and the benefits of technology within different areas of life.</p>	<p>example, accessing age appropriate software and games and using a range of computer software, this was seen in recent work scrutinise.</p>	<p>computing skills across the curriculum.</p>
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