

COMPUTING

Our Intent Statement:

At Great Finborough Church Primary School our aim is to equip our pupils with computational thinking and creativity to understand and change the world. Computing has deep links with maths, science and design technology and provides insight into both natural and artificial systems. We want our pupils to feel confident around technology and we want them to know about the career opportunities that will be open to them if they study computing. We want the use of technology to support learning across the entire curriculum and to ensure that our curriculum is accessible to every child.

As a Church School, through computing our pupils are given many opportunities and encouraged to put into practice our Christian Values. We want our pupils to develop creativity, resilience, problem-solving and critical thinking skills through our computing lessons. We want them to feel confident working as part of a team and independently in equal measures. We also provide pupils with extra-curricular opportunities through our Coding Club, allowing children to work at their own pace to create games, animations, and websites using computers by following our specially tailored step-by-step project guides.

Our Implementation Statement:

To successfully embed and implement our Computing provision and values at Great Finborough Church Primary School, the children and staff are involved in the following:

Curriculum Computing

We plan and deliver a developmental and skills based curriculum enriched with a wide variety of opportunities and experiences. We have carefully evaluated a variety of planning schemes and documents and have selected the best to produce our curriculum map and provision. The curriculum is progressive and builds lesson by lesson and year on year on skills and opportunities.

The curriculum has four main aims:

- To understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- To analyse problems in computational terms and have repeated practical experience of writing computer programs to solve such problems.
- To evaluate and apply information technology analytically solving problems.
- To be responsible, competent, confident and creative users of information technology.

Class teachers track the assessments made during lessons and use this to inform their future planning and to keep a record of progress and attainment. This is also used to advise parents/ carers at the termly parent/ carer consultation evenings and in the child's annual report.

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PurpleMash

The computing scheme we have chosen to use is PurpleMash. This was chosen for a number of reasons. One being the fact it covers all aspects of the curriculum thoroughly. Each section is broken down into child friendly areas. Each task has a video to fully explain the learning and skills needed for each task and how therefore enabling the children to accomplish the task.

The tasks are fun and motivating for the children to complete and each child has their own login details, so have access to their own learning area. They can then save their work so that the teacher is able to see what they have achieved easily through their teacher accounts. Teachers can set tasks for the children to do. This makes assessing the children within the subject easy to manage and the teachers can set the level of work according to each individual child, enabling support for some and further challenge for others.

Extra- Curricular Clubs & Wider Opportunities

Every week we provide an Extra-Curricular Coding Club to children in Years 3-6. These cover a wide range of different computing activities. The Club aims to encourage a love of computing in our students and further their computational skills and problem-solving skills. The pupils will have a chance to work on their own projects at their own pace as well as collaborating with their peers in some projects. With coding, you often have to get things wrong and then find solutions to solve the issues which help give the children confidence in their own ability.

Our Impact Statement:

By the time our children leave our school in Year 6 they will have:

Curriculum Computing

- Understood and applied the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- Analysed problems in computational terms and have repeated practical experience of writing computer programs to solve such problems.
- Evaluated and applied information technology analytically solving problems.
- Been responsible, competent, confident and creative users of information technology.

Extra-Curricular Clubs and Wider Opportunities

- Explored their own creative ideas.
- Worked at their own speed on projects.
- Problem solved individually.
- Worked both independently and as part of a team.

Ultimately, we want our children to become passionate about all aspects of Computing, enabling them to use technology in the wider world in a safe and fulfilling way.