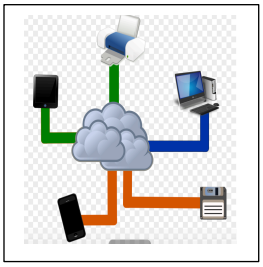
St, Joseph's Catholic Primary School

Computing Curriculum Statement



INTENT

At St Joseph's Primary School, we aim to provide a high-quality computing education which equips children to use computational thinking and creativity to understand and adapt to the ever-changing digital world. Technology is everywhere and will play a pivotal part in our pupils' lives, therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely.

Our aim is to provide a Computing Curriculum that allows our pupils to acquire a broad and deep knowledge of information technology alongside having opportunities to apply skills in various digital contexts. Beyond teaching computing discreetly, we will give pupils the opportunity to apply and develop what they have learnt across wider learning in the curriculum.

By the time they leave St Joseph's, children 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). Our curriculum is based on a spiral curriculum, meaning knowledge and skills are built upon year on year to deepen and challenge our learners.

IMPLEMENTATION

Our scheme of work for Computing is adapted from the 'Teach Computing' Curriculum and covers all aspects of the National Curriculum. This scheme was chosen as it has been created by subject experts and based on the latest pedagogical research.

Below is the overview of the Computing Curriculum taught at St Joseph's. Alongside this, Online Safety will be taught, with a focus in the Autumn term. However, teaching online safety is interweaved throughout curriculum.

NCCE Computing Curriculum overview

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
	Digital Literacy	Information Technology			Computer Science	
Year 1	Technology around us	Digital Painting	Digital Writing	Grouping Data	Moving a robot	Introduction to animation
Year 2	IT around us	Digital photography	Making music	Pictograms	Robot algorithms	Introduction to quizzes
Year 3	Connecting computers	Animation	Desktop publishing	Branching databases	Sequence in music	Events and actions
Year 4	The Internet	Audio editing	Photo editing	Data logging	Repetition in shapes	Repetition in games
Year 5	Sharing information	Vector drawing	Video editing	Flat-file databases	Selection in physical computing	Selection in quizzes
Year 6	Communication	3D Modelling	Web page creation	Spreadsheets	Variables in games	Sensing

Core strands

Computing systems and networks	Creating media
Data and information	Programming

At St Joseph's we aim to discreetly teach two hours of computing per fortnight. There will however be other cross-curricular opportunities for our pupils to apply and develop their digital skills.

IMPACT

The implementation of our Computing Curriculum ensures that when children leave St Joseph's, they are competent and safe users of ICT with an understanding of how technology works. They will have developed skills to express themselves and be creative in using digital media and be equipped to apply their skills in Computing to different challenges going forward. As children become more confident in their abilities in Computing, they will become more independent and key life skills such as problem-solving, logical thinking and self-evaluation become second nature.

We measure the impact of our curriculum through the following methods:

- Pupil discussions and interviewing the pupils about their learning (pupil voice).
- Monitoring with our subject computing lead visits.
- Opportunities for dialogue between teachers.
- Evidence of the pupil's learning on our online learning platform 'Google Classrooms'.
- Photo Evidence in pupil books.
- A reflection on standards achieved against the planned outcomes via multiple choice quizzes and teacher judgements.
- Learning walks and reflective staff feedback (teacher voice).
- Dedicated Computing leader time.
- Regular monitoring of children's work by Computing leader.