Intent

When teaching computing at Phoenix St. Peter, we prepare children for opportunities offered by a world where work and leisure are rapidly being transformed by technology. Our curriculum is coherently planned and sequenced to build skills and knowledge all the way up from Year 1, to help build the foundations for success in their future learning beyond Phoenix. Our curriculum is ambitious for all children, particularly the most disadvantaged or those with learning differences (e.g., SEND, disabilities), as we meet their needs to achieve this. Through computer science, we challenge children to become skilled in using computational thinking to understand an ever-changing world. They will understand the ideas, principles, and language (coding) that underpin how digital systems work, such as abstraction, logic, algorithms and data representation. Children are encouraged to show our school's core values of being aspirational, courageous, creative, and kind when using the internet. Information technology will give children the belief and understanding to develop and use computing knowledge to investigate real-world problems as well as creating, evaluating, and changing their work. Our children will become digitally literate and able to use technology creatively, safely, respectfully, and responsibly. This creates children ready for the next stage in their education and in continuing to grow into confident and successful citizens of modern Britain.

Implementation

At Phoenix, computing covers all aspects of the national curriculum and is based on schemes created by subject experts and based on the latest pedagogical research. This frame has been developed by blending ReachIn planning and the 'Teach Computing' curriculum to supply a logical progression framework where computing content (concepts, knowledge, skills, and objectives) meets the needs of our mixed year groups. The curriculum aims to equip young people with the knowledge, skills and understanding they need to thrive in the digital world of today and the future. The curriculum has been broken down into 2 cycles which cover the 3 key strands of computing: computer science, information technology and digital literacy, with E-safety underpinning all teaching and learning.

The national curriculum for computing aims to ensure all pupils:

· Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms, and data representation (computer science)

· Can analyse problems in computational terms, and have repeated practical experience of writing computer programs to solve such problems (computer science)

· Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems (information technology)

· Are responsible, competent, confident, and creative users of information and communication technology (digital literacy). All computing lessons will have the following features:

· A clear learning objective that builds on learning from the prior lesson. · A start that includes the teaching of online safety and key vocabulary.

· There are clear links made to prior and future learning. Our computing curriculum aims to ensure that pupils leave Phoenix as responsible, competent, confident digital citizens.

Computing Curriculum

Impact

Our computing curriculum is planned so that pupils have an excellent understanding of the computing concepts, knowledge, skills and vocabulary that run through the three strands:

- computer science
- information technology
- digital literacy.

Upon completion of each unit, teachers will assess children against the progression of computing concepts, knowledge and skills. Progress is overseen by the computing lead who helps to develop, monitor and evaluate the effectiveness of our computing delivery across the school. They accomplish this through a variety of means: work monitoring, pupil voice and scrutinizing planning documents. They work with class teachers to improve provision through feedback and support. The monitoring of computing provision ensures consistency of provision across the school and ensures best practice becomes standard practice. This ensures all children are given the best possible opportunities to achieve age-related attainment and to flourish.