Curriculum Implementation: Computing

At Kingsway Primary, we follow an ambitious curriculum that follows the content of the EYFS statutory framework and the National Curriculum. In the early years setting we utilise teaching through Barefoot Computing where pupils begin learning about computational language and the digital world around them. As a school we teach the four strands of computing through the NCCE. Lessons excite and engage pupils through a range of programs, digital devices and tutorials. Within lessons there are opportunities to revisit vocabulary, key skills as well as developing knowledge.

At Kingsway Primary School we have a dedicated team of well trained staff that work hard to reach high standards in everything we do. We actively seek opportunities to develop as professionals through carefully selected CPD in order to acquire the most up subject knowledge.

The NCCE curriculum aims to take pupils' prior knowledge in to account so that their lessons are sequenced properly and show clear progression. Planning is carefully structured so that pupils are able to revisit concepts year upon year. This helps our learners with their long-term memory. They are also able to apply and consolidate skills within other areas of the curriculum, such as using word processing and presentation skills. At Kingsway Primary we are consistently reviewing our curriculum in order to strengthen the clarity of what we teach, plan, the learning process as well as links to prior learning in order to improve knowledge retention and deepen the learning experience for our pupils.

Assemblies on key issues such as online safety are being taught to the whole school so key themes of computing are addressed as a whole.

Within the curriculum, we have identified precise and clear end points for each subject for each half term. We are ambitious for all our pupils and expect them to work towards and achieve these end points in all curriculum areas.

EYFS End Point:

By the end of Foundation Stage children have been given the opportunity to explore technology in order to develop a familiarity with equipment and vocabulary.
Pupils will get to experience:

- taking a photograph with a camera or tablet
- searching for information on the internet
- playing games on the interactive whiteboard
- exploring an old typewriter or other mechanical toys
- using a Beebot
- watching a video clip
- listening to music

KS1 End Point:
By the end of Key Stage 1, pupils should be taught to: understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

KS2 End Point:
By the end of Key Stage 2 Pupils should be taught to: design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content select, use and combine a variety of software

(including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Our computing Curriculum is designed to be accessed by all pupils. Those with special educational needs and/or disabilities follow the full range of subjects with their peers. The schemes of work are ambitious however they do or will be adapted to meet the individual needs of its learners and we comply with the requirements set out in the new SEND Code of Practice. Staff are skilled at identifying the needs of their learners and in most instances are able to provide the resources or adapt their lessons to meet pupils' needs within the class setting. If a child's need is more severe we may involve the appropriate external agencies to support the children and make recommendations and assessments. At Kingsway Primary School , we help children, many of whom start with prior skills, development and knowledge that are well below those expected for their age, to quickly gain knowledge and skills across all areas of the curriculum.