

Milestones

The computing curriculum is planned around a series of progressive milestones. The milestones focus on the knowledge and skills that children need to learn to be successful in computing.

AFL

Before beginning a topic, children will be assessed on their prior knowledge to ensure learning builds upon what they already know. This is done through a range of different activities.

Computer Science

Computer Science will introduce children of all ages to the understanding of how computers and networks work. Children will have a good understanding of algorithms and will be able to design, create and debug simple to complex programs. The children will develop their computational thinking skills through problem solving and will use computers to help them find solutions.

Information Technology

Information Technology will allow children to use a range of digital devices to create, process, store and exchange electronic data. In addition, it will allow the children to further their understanding by collecting, analysing, evaluating and presenting this information.

Digital Literacy

Children will use information and communication technologies to find, evaluate, create and communicate information that requires both cognitive and technical skills. They will have a good understanding of E-Safety and will use technology safely, respectfully and responsibly.

Assessment and Data

Assessment in computing is on-going and open-ended questions are used to gain children's understanding so that support can be offered immediately. At the end of each topic, the children will be assessed on their final outcome. This will describe the children's achievement in relation to National Curriculum expectations. We track the progress that the children are making during the year by collecting data on children's progress and this impacts future teaching. Children's Wider Curriculum books will be used to evidence the progress made. The children are encouraged to use self-assessment and peer assessment at the end of each unit of work to allow them to recognise their achievements and understand what their next steps are.

Progress

Plans

National Curriculum

The Computing curriculum is planned through a series of milestones which are progressive to enable the children to fulfill the requirements of the National Curriculum. Progression is carefully planned for across the school focusing on key knowledge and skills for each year group in each unit of work.



St Michael's C.E. Primary School

Tasks

All children will be appropriately challenged, with tasks to suit their needs. Children will experience a variety of different tasks, to ensure a good level of progression. The tasks provided will allow the children to develop their computing skills and knowledge as they continue throughout school.

Books

Teaching

Cross-Curricular

Computing has deep links with all other subject areas across the curriculum. It allows for the children to use technology, logic, creativity and computational thinking to solve problems that are set in meaningful contexts. Computing offers a way in which to enrich children's learning through engaging and interconnected topics.

Computing

Marking and Feedback

Children will receive feedback on the skills and knowledge gained during the lesson. This might be through verbal feedback during the lesson and/or feedback through marking. Children will also be provided with next steps to address any misunderstanding and next steps to further develop their knowledge and skills.

Computing at St Michael's is the process of using computer technology to complete a meaningful project that will inspire pupils and develop a curiosity for learning.

Intent – At St Michael's, Computing aims to equip pupils with the knowledge, understanding and skills to use and manipulate computers in an ever-changing digital world.

A Computer Technician is resilient to problem solving and uses a computational thinking to resolve issues.

Teaching

St Michael's uses the computing scheme J2E and each unit of work is designed to meet the milestones set out by the National Curriculum. J2E is a fun and creative software package that allows children access to a variety of tools to enable them to gain the skills and knowledge needed to achieve their goals.

Teaching uses a wide range of digital equipment, such as I pads and Chrome books.