Diversity

At St Michael's CE Primary School, we celebrate the rich tapestry of cultures, backgrounds, and experiences that make up our school community. Diversity is woven into the very fabric of our curriculum. In Computing, we look at role models from different cultures and backgrounds. Our Computing curriculum is designed for all students, emphasising that everyone has the potential to succeed in this field. We provide a supportive and inclusive learning environment where each child can thrive, regardless of their background or prior experience.

Spirituality

At St Michael's our definition of Spirituality is to talk about something which is beyond words. We look at four key areas: self, others, transcendence (beyond), and nature. We explore spirituality across the curriculum. Ways in which we might explore spirituality in Computing can be found on our planning documents on our website.

Schemes of Work

At St Michael's, we use the BGFL scheme for learning and each unit of work is designed to meet the objectives set out by the National Curriculum. To deliver this scheme, we use J2E. This 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.

National Curriculum

The National Curriculum for Computing focuses on understanding 3 core areas of computing. The core of computing is **computer science**, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use **information technology** to create programs, systems and a range of content. Computing also ensures that pupils become **digitally literate** – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Inclusive Approach

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.

St Michael's Vision and Values

Planning

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

St Michael's C.E. Primary School

Assessment and Data

In Computing lessons, we use Assessment for Learning (AFL) to help identify each child's next steps in their learning journey. Pupils will receive regular feedback from their teachers on their work which ensures that every student is supported in making progress. Teacher's will also continuously track and document each child's progress over time.

Progress

Resources

At St Michael's we use a range of resources to deliver the Computing curriculum. Children have access to IPads, as well as chrome books and laptops. These give pupils access to a wide range of digital and online programs.

Teaching

Computing

Children's work

Children will complete most of their computing work on digital devices. As such, evidence will be found on children's online learning areas in their J2E accounts. There will also be evidence of learning in classes 'curriculum experience' books which will show examples of work and how tasks were completed.

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.

Cross-Curricular

Computing has deep links with all other subject areas across the curriculum. Where possible, we aim to make links across the curriculum to make learning more meaningful. In Computing, learning is often linked to other areas of the curriculum such as History, Geography, Science or Art.