Subject on a Page:

Computing

Waddesdon Village Primary School- Pathway to Excellence

At Waddesdon Village Primary School, we aim to provide a creative, vocabulary rich curriculum that challenges and inspires our children, in preparation for life in a culturally diverse and ever-changing world.

Whole School Curriculum Drivers: **Excellence** **Community** **Growth**

Intent- we aim to…

1. Provide a broad and engaging computing curriculum from EYFS to year 6.
2. Support children in mastering computing skills and applying these confidently in other subjects including reading, writing & maths.
3. Develop enthusiasm for computing and provide opportunities to work creatively.
4. Provide challenge for all and develop understanding of how mistakes build learning.
5. Share work, successes and enthusiasm for computing with the school and village community.
6. Develop children's understanding and skills of how to be respectful and safe online.

Implementation- How do we achieve our aims?

1. Follow the EYFS curriculum & the WVPS comprehensive, progressive computing curriculum overview.

This includes half-termly computing, eSafety and application of skills areas of focus to ensure progression of knowledge and skills in years 1- 6 through a combination of discreet computing lessons and cross-curricular opportunities making links to reading, writing and maths when relevant. In EYFS, technology will feature in several areas of learning. The overview is regularly reviewed and built upon with the aim of enriching learning further.

2. Embed learning across the curriculum by applying skills to a variety of subjects and tasks to develop expertise and mastery.

Activities are wide and varied – examples include: animation, coding with physical outputs (Crumble and Micro:Bit), photography, videoing, blogs, publishing work with consideration to audience and purpose, effective internet searching with a discerning and evaluative approach to content, databases and using technology to create art and music.

Implementation continued…

3. Provide opportunities for children to choose their content/ software/applications to express their personal ideas.

Use technology to explore and express creativity and individuality to promote children's ownership of tasks; this results in motivation and gives a sense of pride in their learning and outcomes.

4. Provide challenging lessons and a questioning environment.

Purple Mash, Teach Computing and Micro:Bit lessons build on prior learning and provide extensive opportunities to use the language of technology, detect and correct errors as well as evaluate and improve. Posing and valuing questions and embracing learning through mistakes builds growth mind-set and resilience. Developing STEM opportunities will ensure challenge grows. Support is provided to meet needs as required: examples include picture cues, printed steps, knowledge organiser, word mats and audio recording.

5. Celebrate our achievements.

Share work within and across classes as well as with parents and carers through open afternoons, school displays and parents' evenings. Additionally, showcase the use of technology with members of the village community, such as the Wednesday Club.

6. Follow the WVPS eSafety curriculum overview

This details the age-appropriate, half-termly lessons from the National Online Collage which are designed to build understanding of eight topics: privacy & security, online bullying, online relations, online reputation, self-image, health & well-being, copyright & ownership and managing online information. Many topics are also addressed in PSHCE lessons and as needs and opportunities arise. WVPS take part in Internet Safety Day each February.

Impact- How we know we achieved our aims?

1. Children progress through WVPS milestones: coding; investigating, using & evaluating; language of technology and safe & respectful use of technology.

2 & 4. Children are masters of technology: they are capable, thoughtful and confident in selecting & using technology to achieve a specific outcome. Problems and questions and welcomed along with an eagerness to solve and improve.

3. Children work with motivation and enthusiasm: they are creators (not inputters). They use technology innovatively to inform, entertain and problem solve.

5. Children are proud of their work and are keen to share this with the school and wider community.

6. Children are respectful online. They prioritise their personal safety and report any concerns to trusted adults.