



Subject Overview

Computing

Vision (intent)

Sonning school recognises that our pupils are living in a world where technology is rapidly advancing and will undoubtedly play a large part in their lives. Computing lessons are valued and provide the opportunity for pupils to participate in the widest variety of experiences to support their current education and to provide a foundation for future education and career choices. We aim for pupils to be aware of how to make informed choices in the online world and to utilise technology effectively in their everyday lives. Our vision is for pupils to leave our school, highly knowledgeable, skilled and equipped for new opportunities in modern society.

Curriculum (implementation)

Computing lessons are taught as a timetabled stand-alone session where a specific skill is taught and children refine this skill over the course of the module (see table below). To further embed this skill, children are offered opportunities across a range of curriculum areas to implement this skills. This provides further evidence of greater depth. Although we do not presently follow a specific scheme of work, we use Purple Mash as a starting point and supplement this with other quality lesson planning and Ideas.

<i>Online Safety & Digital Citizenship</i>	<i>Communication & Using the Web</i>	<i>Programming code</i>	<i>Office & Presentation Skills</i>	<i>Art & Design</i>	<i>Photography & film making</i>	<i>Music & Sound</i>
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Curriculum structure

The curriculum is organised into 7 modules of learning (see table above), which ensure pupils from EYFS to year 6, are provided with opportunities to learn a range of key skills. This is progressive, with EYFS and KS1 focusing on the fundamentals of computing (eg. keyboard skills, basic block coding and basic art packages etc). KS2 builds on these fundamental skills with further opportunities to build greater depth.

Lesson delivery (Pedagogy)

Computing lessons teach pupils to think about the processes involved in their learning, by making links between different areas of computing and utilising these across a range of curriculum areas. Collaborative learning is encouraged and cooperative learning skills are explicitly taught, practised and assessed across the module of learning. These are used to solve a variety of problems. Children are encouraged to relate the 7 modules of Computing, to real life experiences. This will provide opportunities to better prepare pupils for the technology of the future and to challenge the more able pupils in this subject. Online Safety at Sonning is an integral part of our computing curriculum and is taught alongside every unit/skill to support pupils in making informed choices in the online world. High quality lessons will complement the Digital Citizenship scheme of work to support Online safety.

Curriculum enhancement

The computing curriculum is further enhanced by providing pupils with the opportunity to apply to become a Digital Leader (Year 3-6). These pupils attend regular meetings where they learn key skills which they can use to support pupils in computing lessons. This provided teachers with good evidence of Greater Depth and a chance for these pupils to demonstrate their understanding by explaining to their peers. Pupils are offered the opportunity to join an after school computing club where they are able to use further examples of technology and the School's Activities Payment Scheme allows for technology days which include activities such as Virtual Reality. Pupils attend the Evendons STEM fair annually where they can try out new technologies and bring back ideas to school which may further enhance the curriculum.

Outcomes (Impact-How do we measure and evaluate)

- Pupils record evidence of their work by adding to an online e-portfolio each half term, which related to the module of learning and shows evidence of online safety lessons.
- Staff assess pupils' progress in Computing through discussion, observation and questioning.
- PITA grids are completed each term and link directly to evidence seen in lesson and from e-portfolios.
- Pupil conferencing establishes their perception of what they have learnt from Computing lessons and what they would like to do more of.

Partnerships

Evendons (STEM) Primary School
Waingels Secondary School