INTENT

Rationale:

At Buglawton, we believe that all pupils should leave our school having been exposed to technology and can use these safely and efficiently. With Computing, and in particular Coding, becoming an integral part of today's society and producing an increasing amount of employment, Computing is an essential part of the primary curriculum and something which will allow pupils to develop soft skills across the curriculum such as problem solving and perseverance. These skills also form part of the Buglawton 'Bees to Success' which develop our pupils holistically.

Ambition:

Our intent is to:

- Build a Computing curriculum that is progressive and builds on previous learning.
- Expose students to software which develops their coding ability.
- Allow all students to explore technology to foster their enthusiasm whatever their ability.
- Give students the opportunity to produce and present information in a variety of ways.

Concepts:

Linking to the National Curriculum objectives, students will be taught the following concepts along with the subject specific vocabulary that informs them:

- The writing of instructions to achieve a specific objective (algorithm).
- The adjusting or changing of algorithms to ensure the most efficient solving of a problem (debugging).
- Ensuring problems are attempted in a systematic way (logical thinking). All these concepts are explored in Computing lessons and in cross-curricular lessons across topics.

IMPLEMENTATION

- A clear and comprehensive scheme of work that implements the National Curriculum throughout the primary phase.
- The scheme progresses in all three strands of the Computing curriculum – Digital Literacy, Information Communication Technology (ICT) & Computer Science.
- Resources are acquired which aid and supplement the scheme of work such as Chromebooks, iPads and software.
- Planned opportunities to use technology within other subject areas, particularly when researching their topics. This should happen regularly, in line with the 'every

day' element of Buglawton's overall school mission of 'every child, every chance, every day'.

- Key enrichment opportunities are planned throughout the school year including whole school events which promote the subject.
- Students will be taught how to use technology safely, create presentations, word process documents, code using a variety of applications as well as writing, debugging and evaluating algorithms.
- Lessons will be adapted to ensure every child has the opportunity to succeed in Computing lessons in-line with Buglawton's overall school mission of 'every child, every chance, every day'.

IMPACT

- There is an aspiration that all students achieve age related expectations for Computing at the end of each academic year.
- Students will retain key knowledge within Computing.
- Students can carry out key skills within the coding and Computing curriculum.
- Students will work and complete a project within a key strand of the Computing curriculum.
- Screenshots and a digital portfolio will evidence the key skills and knowledge of each year's curriculum.
- Students will be able to use software appropriate to their age and their position within the scheme of learning.
- Students know and can define subject specific vocabulary.