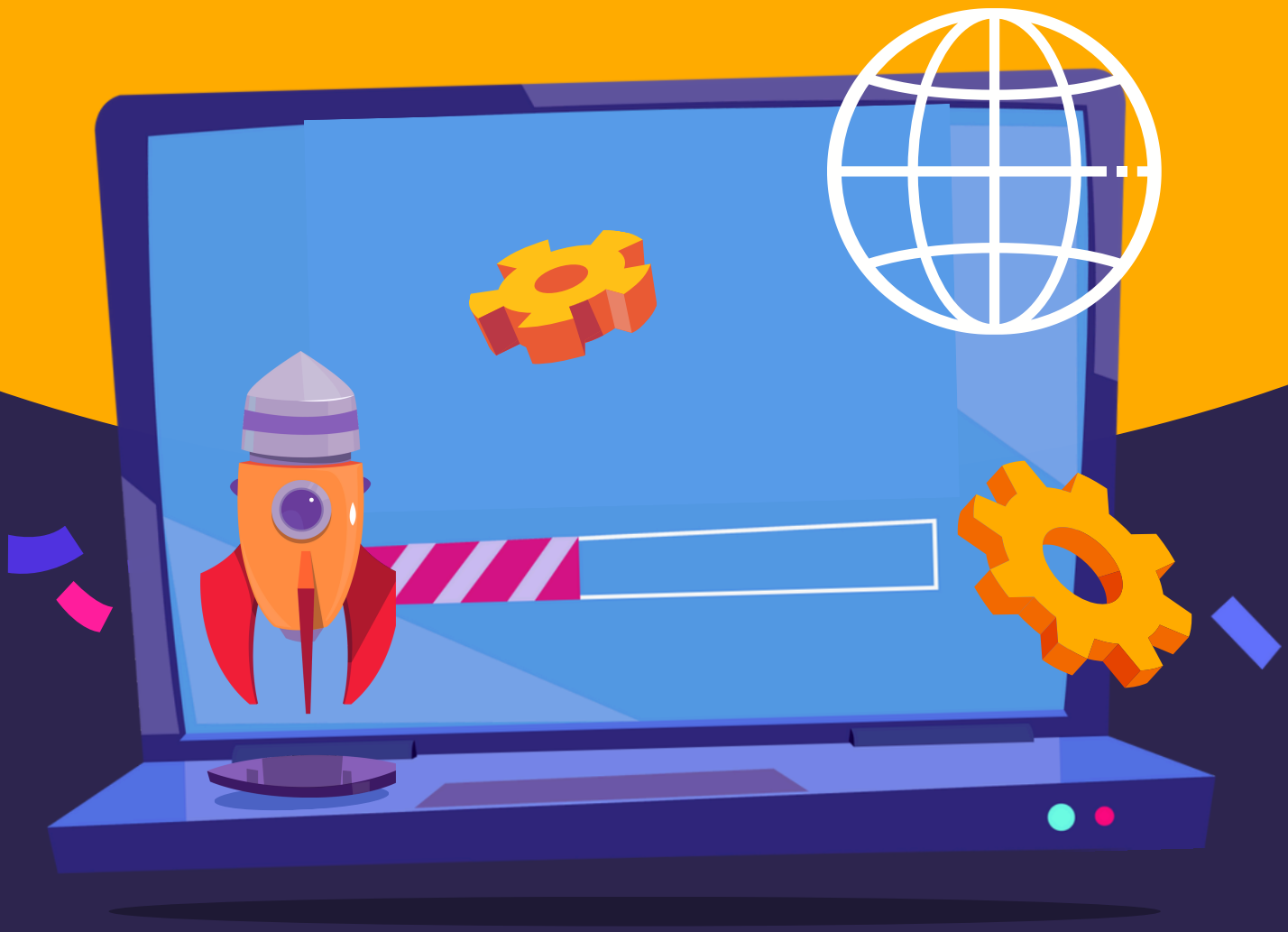


OLVESTON
CEVC PRIMARY SCHOOL

COMPUTING CURRICULUM

INTENT

At Olveston CEVC Primary School, we strive to deliver a high-quality Computing curriculum which allows our pupils to recognise the significance of digital technology in their everyday lives. We explicitly teach pupils the skills and knowledge they need to become creative, digitally literate, computational thinkers.

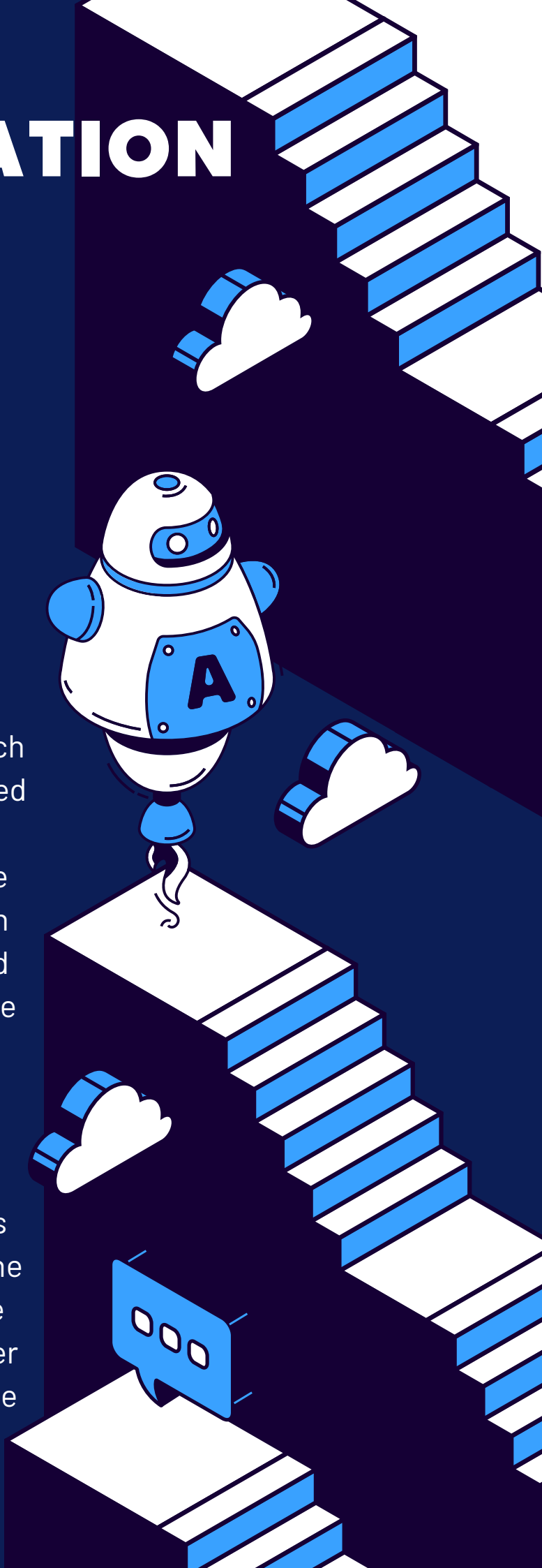
We encourage curiosity about digital technology and encourage our pupils to ask questions about the digital systems around them. We explore how technology is used in the real world and how to use it in a safe and responsible way. We ensure all children are exposed to a range of learning experiences.

By teaching Computing, we intend to impart pupils with the knowledge, understanding, confidence, attitudes, values and skills they need in order to reach their potential as individuals in an increasingly technological society and in the digital community.

IMPLEMENTATION

Our curriculum has been carefully mapped out into a Long-Term Plan. This enables cross-curricular links to be identified and carefully planned for, in order to support pupils' retention of knowledge, acquisition of skills and the development of the confidence to engage with technology.

We teach the curriculum using the Teach Computing scheme which was developed by the National Centre for Computing Education. All learning objectives have been mapped to their taxonomy of ten strands, which ensures that units build on each other from one key stage to the next. Every year group learns through units within the same four themes, combining the ten strands. This approach allows us to use the spiral curriculum approach to progress skills and concepts from one year group to the next, ensuring our pupils are given the acquired skills and knowledge to further their education journey into KS3 and life beyond the classroom.



IMPACT

The successful approach to the teaching of Computing across the school results in an engaging, high-quality education than enables pupils to understand the world around them and encourages them to explore digital technology further as they leave primary school.

A wide range of strategies are used to measure the impact of our Computing curriculum. End products will be used as a basis for assessment in the skills-based strands.

The impact of our curriculum is monitored through a range of assessment strategies including formative assessment during lessons, end of unit multiple choice quizzes and rubrics that assess end products. Assessing at each stage, ensures our pupils have gained the intended knowledge and skills, can use these effectively and know more, remember more and are able to do more.

Our Christian values underpin all aspects of our teaching and learning. The high aspirations and expectations the teaching team have for the children, ensures that every child is given the opportunity to flourish. Our school values are entwined within our curriculum and this is also true for Computing.

OUR VALUES

Success: Our children are growing up in a digital age with technology that will allow them to succeed in many areas of life. Developing skills and knowledge within Computing at an early age will support our children in having a successful future.

Respect: for the equipment that they are using; for the history of computer science and how it has evolved to give us a connected world; for rules and procedures that keep us safe online; for others that we communicate with online.

Happiness: Children are encouraged to find joy in the everyday; experience happiness for their success and the success of others; and to share their joy. This is done through offering supportive advice and giving praise to peers for effort and achievements.