Computing at Killigrew Primary and Nursery School

At Killigrew, we follow the ambitious National Curriculum for Computing from Early Years up to Year 6.

In our long-term curriculum plan, we split the Computing National Curriculum into seven distinct areas: this enables us to teach specific skills and knowledge that is crucial to educating our pupils about the digital world. Through this learning, we know that our children will be confident when using technology, and resilient when faced with a problem-solving opportunity. By developing computational thinking from a young age, our children will understand, and contribute to, the society that they will live in as adults.

When we assess the children's progress in Computing, we divide the curriculum content into four categories: *Computer Science, Digital Literacy, information Technology and E-Safety.*

Here are the seven teaching areas in our curriculum

1. **Programming**
2. **Computational thinking**
3. **Creativity**
4. **Computer networks**
5. **Communication and collaboration**
6. **Productivity**
7. **Online safety**

Here are the four key areas where we track and monitor progression

Computer Science

- **Problem solving**
- **Programming**
- **Logical thinking**
- **IT beyond the school environment**

Digital Literacy

Information Technology

- **Creating content**
- **Searching for information**

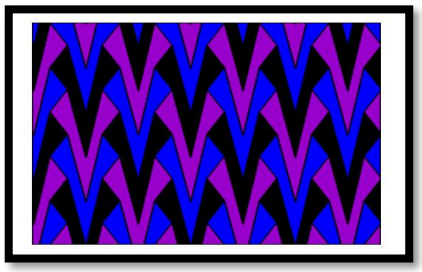
E-Safety

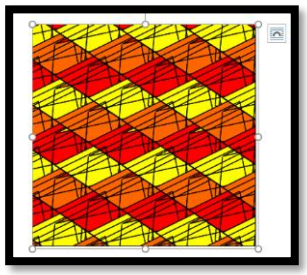
Our children use a range of different hardware in Computing including iPads, Chromebooks, and programmable toys. This provides the children with the opportunity to continue their learning remotely as we know that each home may contain different computing access options.

Within each year group content, the children also use a wide range of digital software. To name just a few, these include audio recording equipment, programmable toys, digital photo and sound mixing software, iMovie, Scratch, Python, Inkscape and WordPress.

Year 1 - Illustrating an eBook - use the web safely to find ideas. Select and use painting tools to create and change images for a particular purpose.

Whenever possible, we make cross-curricular links in Computing.





Fusing geometry and art – *become familiar with the tools and techniques of a vector graphics package.*

We use the Rising Stars 'Switched on Computing' scheme to supplement our teaching of the National Curriculum and we teach computing weekly to incorporate six cross-curricular units, one for each half term. We ensure that when we teach each unit we have excellent resources to support pupil learning; for example, on-screen software demonstrations, examples of outcomes and data sets and a resource bank of sound effects, posters and videos. We use colourful posters for each unit to highlight important key vocabulary.

Within every unit, we teach online safety and we supplement this teaching with half termly assemblies. As a school, to ensure that our E-safety provision is age appropriate to each year group, we use Project Evolve to teach E-safety as a part of each unit.

Within our teaching, pupils' knowledge and understanding is checked regularly and the teacher identifies gaps in learning through self-marking and online quizzes at the end of each unit. The children also save their work in a 'saving area' using a Chromebook.

These measures enable us to measure impact and track pupil progress against National Curriculum learning objectives. Teachers also use a tracking document, which means that they can measure progression in every lesson. By using these tracking sheets and comparing them to our computing progression map, our computing subject leader can assess what progress the children are making and how this relates to age related expectations.