Computing at Bridges Federation

Vision

The study of Computing in our school curriculum will prepare our children for a technological world. We aspire to support children to enhance their learning capabilities through computing software. We aim to support children to develop the skills necessary to understand and use a variety of systems in a safe manner. As Bill Gates once suggested "A computer is like a violin. You can imagine it making beautiful music, but you have to learn how to play it"

Intent

Teaching our children Computing through a discovery-based curriculum instils a love of independent learning and investigation. We therefore ensure there is a wide breadth of study that allows children to gain a coherent understanding of each of the Teach Computing strands and applying this knowledge to a range of devices. The Teach Computing curriculum allows children to build upon existing knowledge and develop a deeper understanding. Therefore, by the end of each Key Stage their subject knowledge and proficiency will have expanded.

Implementation, Content and Sequencing

As a small school with mixed year classes, we have a rolling program of study making use of the Teach Computing units that allows breadth of study so that the National Curriculum both coverage and assessment goals are met. This provides staff clear guidance and support in delivering the appropriate curriculum and related vocabulary. Children's progression can be viewed through their knowledge, vocabulary and end of unit assessments that show the depth of understanding.

In Early Years, children will be exposed to the use of a variety of technology and encouraged to explore it. In Key Stage One children will develop knowledge and understanding of the basic functions and purposeful use of technology. In Key Stage Two study will extend their knowledge and understanding beyond the basic functions and explore how systems are created and sequenced. Although we teach subject specific content, we strengthen this through intra-curriculum links.

Our children will all be taught how to keep themselves safe when navigating the technological world. This process will support them in connecting their learning to real life events.

Links with other subjects

- Computing has strong cross curricular links by terms of research opportunities, presentation of work and representation of data.

Impact

The impact of the Computing curriculum is that children understand the relevance of what they learn to the world around them. The technological concepts and skills are mastered when a child can use demonstrate their skills to facilitate further learning. This would support them in being able to explain their ideas and independently apply their knowledge safely.

Most importantly Computing engages and excites our learners, who are at the heart of all we do.

Progress

As the learning develops over time, we observe the children's ability to explain computing functionality as the depth of their understanding grows through each class over two years. The end of unit assessment tasks within the Teach Computing scheme, show the understanding of vocabulary and topic specific knowledge for the learning taking place.

Support

Presenting Computing in a variety of ways to engage all of our learners, through text, pictures, film, diagrams and hands on experience.

- Pre teach vocabulary.
- Provide supports such as pictures/ word mats/ flow charts.
- Additional adult support to allow children to access the full scope of learning.