Roecliffe CE Primary School

Computing Rationale

Intent and Implementation

Computing Intent

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world.

At Roecliffe CE Primary School we aim to equip our pupils with a broad foundation of knowledge, skills and understanding of Computing in line with the National Curriculum aims.

Pupils in our school will be taught to use technology responsibly and carefully, being mindful of how their behaviour, words and actions can affect others.

Our children will be taught Computing in a way that ensures progression of skills, and follows a sequence to build on previous learning. Our children will gain experience and skills of a wide range of technology in a way that will enhance their learning opportunities, enabling them to use technology across a range of subjects to be creative and solve problems. Technology is used creatively to enhance learning and provides children with opportunities to research, create, communicate and share, programme and investigate.

Computing Implementation

We use the updated plans and resources from the NCCE to facilitate learning.

NCCE Key Stage 1 NCCE Key Stage 2

The Computing curriculum has 5 strands

- Computer Science
- Digital literacy
- Data Handling
- Media
- E. Safety

There is a progression of skills overview for each year group within these strands.

Computing lessons are blocked in order to deepen the learning and provide children with opportunities to work on a project over consecutive days.

At Roecliffe CE Primary we use Google Suite for Education and children are able to use this platform to plan, research, organise, produce and share learning and content. Children use micro-bits, Makecode, scratch and turtle academy for developing programming,

At Roecliffe we also recognise that as 'digital natives' pupils should have opportunities to create and use a range of devices and platforms and as such opportunities to create are provided using application such as Book Creator, Canva, Pic collage, Comic Heads and Puppet Pals, chrome music lab, Explain Everything.

Computing
Implementation

Early Years

Teachers in Early Years share children's learning through the See Saw platform. It provides a fantastic opportunity to foster home / school links, allowing parents to comment and respond to children's learning and engage in conversations about learning, further developing skills, knowledge and understanding of our pupils.