Computing at Braunston School

Braunston School's computing curriculum strives to provide our children with a high-quality education that will equip pupils in their use of technology both now and for the future. We aim to provide our pupils with the skills in computational thinking and creativity to enable them to understand the digital world in which they live and be able to make changes to it. Our computing curriculum encompasses the aims, breadth and programmes of study in the National Curriculum.

Intent:

To enable children to be able to understand and apply principles and concepts of computing, such as programming and use of data.

To increase the children's ability to problem solve within the area of computing particularly through repeated exposure to writing computer programs.

To enable pupils to be responsible, confident and creative users of information and communication technology.

Implementation:

Computing in Foundation Stage (EYFS) is encompassed within the 'Understanding the World' area of learning. This occurs through playing and exploring, being active, and through creative and critical thinking. Children use the seven strands within the 'Mini Mash' suite of software to explore the world whilst using computing skills.

Children in Key Stage 1 and 2 are given the opportunity to work independently and in groups to solve problems within the computing curriculum. To enable the children to access the range of digital resources, children are taught in specific computing lessons. This enables them to focus on the core computing skills and become familiar with the software's scope and limitations. The main resource used for these core skills lessons is a suite of software provided by 'Purple Mash'. This provides a safe and exciting environment for children to explore and become familiar with different skills and ways of thinking.

In each year, the children are taught specific lessons to do with online safety and the importance of keeping themselves and their data private. Children are taught critical thinking skills that enable them to assess the information they are presented with. They are also taught what to do if they are ever presented with images or text that upsets them.

Wherever possible the skills learnt in the specific computing lessons are then used in other curriculum lessons. This reinforces what they have learnt, gives them a context for their learning and makes them aware of how they can use the skills and knowledge learnt in computing.

Computing forms part of our school's aim to provide a broad and balanced education for all, whatever their ability. We achieve this by planning open-ended tasks that can have a variety of responses, planning tasks of increasing difficulty and taking into account the learning needs of SEND pupils and those identified as highly able.

Impact:

Children will gain the knowledge, skills and understanding to enable them to use a wide range of technology in a safe and creative way. Children will develop skills that will equip them to use computational thinking and creativity to understand and change the world.

We assess this impact by the regular monitoring of our teaching and the assessment of the children's learning and understanding.

In Foundation Stage ongoing observational assessment of each child's achievements, interests and learning styles informs planning and leads to an EYFS Profile summary against the Understanding the World strand.