Computing at Austhorpe Primary School

Computing Intent	Computing Chronology	Implementation – Visible Consistencies
Our Computing curriculum is shaped by our school vision – 'To SHINE.' We aim to deliver a technical know-how in all of our children, rich in knowledge and skills, so they are able to thrive in a technical world. We provide children with a variety of computer science skills, looking at programming, coding, the input/output relationship, understanding algorithms, along with computational thinking skills. This begins in EYFS through coding Beebots, and looking at a variety of coding programmes throughout KS1 and LKS2. Finally, in UKS2, children are introduced to Micro:Bit hardware, seeing a physical version of the input/output model. Children at Austhorpe are given the opportunity to become content creators. We do this through looking at different ways of creating media. Children are introduced to photo/video/sound editing, as well as creating digital models and website. These opportunities provide children with the opportunities to see digital devices as tools essential to the role of creation. Digital literacy underpins our curriculum. Each unit comes with an E-Safety golden thread, which aims to teach children to recognise acceptable/unacceptable behaviour and identify ways to report concerns about content. Our curriculum is centered on core values represented by the acronym SHINE. In our mathematics program, we prioritize a Safe environment that encourages students to stay safe online. We foster Happy and Healthy learning experiences that cultivate enthusiasm for computing. Our approach is Inclusive, ensuring every child feels valued and participates in group activities. We maintain a Nurturing atmosphere where students support each other online. Additionally, we offer Enrichment through cross-curricular opportunities in computing, as well as offering a KS2 coding club. Emphasizing a growth mindset, we encourage students to reflect on their learning through the concept of the learning pit and self-assessing at the end of every lesson.	**2018 onwards:** -Purple Mash scheme of learning implemented at Austhorpe. **2020:** -iPad strategy introduced in Year 5. **2023-2024 Focus:** -Introduction of TeachComputing and Barefoot resources to be used in addition with Purple Mash scheme -CPD on staff subject knowledge -Computing in EYFS -KS2 Computer Club -Micro:Bits **2024-2025 Focus:** -Assessment strategies in computing -Further roll out of iPads for SEND **Ongoing:** -Trust Network meetings -E-Safety communications **Impact:** Computing is consistently taught once a week across EYFS – Year 6. Children have a more secure understanding of Computing Vocabulary and have seen computing on different software. Children recap different strands of Computing on a spiral curriculum, looking at digital networks, creating media and computer sciences.	**EYFS** In EYFS, Computing is developed through purposeful, play based experiences and will be represented throughout the indoor and outdoor provision. The learning will be based on pupil's interests and current themes and will focus on the expectations from Development Matters / Early Years Outcomes. Ideas of computing are introduced through looking at instructions; using beebots, iPads and typewriters; and identifying right from wrong. **Year 1 – Year 6** Resources are taken from PurpleMash, TeachComputing, Barefoot and Code:Spark to create an Austhorpe Computing curriculum. New skills are modelled by the teacher, with instruction on how to do so in a safe manner, using subject-specific vocabulary. Vocabulary is revisited throughout lessons so children are secure in it. Teachers constantly question about E-Safety so children are aware of the risks online and how to deal with these. **Adaptive Teaching** Schemes of learning are adapted to be suitable for each class. Some children may use an iPad, instead of a computer, to remove the pressure of memorising a login, so more focus can placed upon learning. Peer support and scaffolded questioning also allows all children to access learning. **Assessment** Computing is assessed throughout each topic. Children self-assess at the end of each lesson, where teachers can identify any misconceptions and discuss through a whole class discussion. The TeachComputing assessment rubric also provides a basis for end of year assessments.

E-Safety at Austhorpe	iPad Strategy
It is our statutory duty to protect our pupils and specifically address online safety, especially with regards to online child-on-child abuse, relationships on social media and the use of mobile and smart technology. Therefore, E-Safety is taught through the whole computing curriculum and always explicitly within Autumn Term 1. We constantly engage with parents about E-Safety. Wake Up Wednesday guides are sent out each week, which provide a comprehensive guide to topical issues regarding online safety. Should there be an event which presents an immediate risk to children, parents are also contacted directly. Parents are also asked to sign an acceptable use policy for learners, bespoke to KS1 or KS2. All staff sign a similar document at the beginning of each school year. In an ever increasingly digital world, it is essential that our children understand the benefits, risks and responsibilities of using information technology. Children are taught how to use technology safely, respectfully and responsibly, to promote healthy and positive relationships and to recognise acceptable/unacceptable behaviour and identify ways to report concerns about content and contact.	Children in Year 4 have their own 1-2-1 iPad to work on, allowing more cross-curricular opportunities in Computing. The first week of the school year is focussed on using these safely and confidently. The iPads encourage their personal development in an ever-changing world, where technology is becoming an increasingly important aspect of their lives. Apple Classroom is used to ensure they are being used safely. iPads are used across school as well, to support SEND learning, as well as give access to different apps, such as TT Rockstars and ReadingPlus. Students are again given instruction on what is expected of them when using these, and how to be safe.