



Biscovey Primary Academy-Infants and Nursery

Teaching and Learning Principles

Subject: Computing

'Roots to grow, wings to fly'

School Vision:

At Biscovey Primary Academy- Infants and Nursery we aim for every child to flourish in a nurturing environment, demonstrate respect and kindness, whilst building resilience and ambition for the future.

Our curriculum ensures that we deliver a range of topics across the age phases which develops sequential learning where pupils know more and can do more, ensuring that they are ready for their next stage in education.

Our nurturing ethos endeavours to support all children and their families. Through this approach we are able to work together to ensure that we meet the needs of all learners in our school.

We pride ourselves on delivering an ambitious curriculum, focusing beyond the academic curriculum, developing a child's individual character. Our core values; 'nurture', 'respect' and 'ambition' run through all areas of school life and learning which allows the whole child to develop into a confident and caring young individual. The Biscovey child shows respect, and through ambition, self-belief and courage approaches learning with an inquisitive mind.

'Roots to grow, wings to fly'

Subject Intent:

Technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely.

At Biscovey Primary Academy- Infants and Nursery, we have developed a curriculum that is:

Computing is a practical subject where invention, resourcefulness and problem solving are encouraged. It provides the opportunity to understand one aspect of how the world works. Children will use a range of lessons from Digital Learning Cornwall with programs that are designed with children in mind, using characters and games to build the foundations of programming. Many children are drawn to technology and enjoy applying their computing knowledge within other subject areas at school.

Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. Computational thinking makes us better problem solvers. Pupils who can think computationally are better able to conceptualise, understand and use computer-based technology, and so are better prepared for today's world and the future.

The nature of computing is that it sequential. You cannot move forwards in skills or knowledge without first being clear on the learning that comes before it. Therefore, the teaching and learning

of computing will be individual for every child, they must consolidate understanding before moving on. Teaching will be adapted to suit the needs of every learner, which may include understanding computing principles without the use of a computer to begin with.

Subject Implementation:

The computing curriculum can be broken into three strands; Computer Science, Information Technology and Digital Literacy.

Computer Science is understanding how digital devices run programs using information input by humans. In Key Stage 1, it includes learning about coding and fixing 'bugs'. Programming apps such as Scratch Junior are used to embed this understanding.

Information Technology is learning how to use technology purposefully. Children will learn to use apps and programs to aid their learning and learn skills such as typing, scrolling, capturing and editing photos.

Digital Literacy is the ability to utilise their knowledge and skills to become confident, creative, competent digital citizens. A large part of digital literacy is learning to be safe online. Resources from Childnet such as 'Smartie the Penguin' will be used in the Early Years Foundation Stage to teach online safety through stories. Project Evolve will be used throughout the school from Reception to Year 2 to address online safety in each half term. Safer Internet Day and Anti-bullying Week also provide specific opportunities to talk about how we can manage the risk of being online.

The teaching of the Computing curriculum will be a combination of discrete Computing lessons that teach particular skills alongside using technology to demonstrate learning within other subjects. For example, using the internet on an iPad to research The Great Fire of London. The learning of algorithms starts with an understanding of how to write a specific set of instructions so the foundations of programming will be taught through a Literacy lesson about instruction writing. Computing also has deep links with mathematics, science, PSHE and design and technology.

Subject Impact:

By the end of Key Stage 1, we aim for every child to be able to:

- understand how digital devices can be programmed using code
- write code for a digital device to follow and fix a code that has an error
- become responsible, competent, confident and creative users of information and communication technology
- use technology safely and respectfully

Evidence of the teaching and learning of the Computing curriculum will be kept on Tapestry, through observations. Teachers will use assessment for learning strategies to track children's progress and provide additional opportunities to consolidate learning where necessary.

Skills Progression:

At Biscovey Primary Academy- Infants and Nursery, we use the objectives from the National Curriculum to ensure good coverage and challenge for all. We carefully track the objectives to ensure that new learning builds on prior knowledge and consolidates understanding showing sound progression across the depth and breadth of the subject.

Within lessons and topics, we ensure sufficient time is given to recall prior learning so that children are able to see and develop links within their learning.

For further information, please see the skills progression document.

An example to consider could be when studying algorithms:

