

Oldswinford CofE Primary School



‘Believe, achieve and shine brighter together’

God is Love and at Oldswinford Church of England Primary School we believe that this love inspires us all to believe, achieve and shine brighter together.

We believe that there is a light which shines within each of us – a light of love that has been given to us by God, which we should use to help us achieve great things. We believe it is our job to help that light to shine in all that we do and all that we try to do.

The theology that underpins our vision is interlinked as we know we cannot achieve one without the other. With this guidance and belief in ourselves and God, we can and will achieve. At Oldswinford, we know we are not alone and by enabling our own lights to shine we empower others to do the same.

Our Approach to the Teaching and Learning of Computing



Subject Intent

“Computer technology is so built into our lives that it’s part of the surround of every artist”

Steven Levy

“Computing is not about computers any more. It is about living.” Nicholas Negroponte

Why do we do what we do in this subject (aims)?

At OCEPS, we believe that every child should have the right to a curriculum that champions excellence; supporting pupils in achieving to the very best of their abilities. We understand the immense value technology plays not only in supporting the Computing and whole school curriculum but overall in the day to day life of our school. At Oldswinford CE Primary School, we hope to prepare our children for a future in an environment which is shaped by technology. Therefore, we want to model and educate our children on how to use technology positively, responsibly and safely. We want our pupils to understand that with technology comes choices, as a school we want to model and support these positive choices and highlight the risks that may possibly come by making incorrect ones. The children are made aware of the need to digitally keep themselves safe, not only on computers but also on mobiles and gaming devices.

We believe that technology can provide: enhanced collaborative learning opportunities; better engagement of pupils; easier access to rich content; support conceptual understanding of new concepts and can support the needs of all our pupils.

Computing will equip pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems.

We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible for all children. We want children to feel comfortable and confident with using and exploring these tools independently by the time they reach Upper Key Stage 2.

Subject Implementation

The computing curriculum at Oldswinford CE Primary aims to equip children with the knowledge, skills and to understand they need to thrive in the digital world that they will be apart of today and in the future.

National Centre for Computing Education- Computer Science and Information Technology

At OCEPs, our scheme of work for computing is the '**Teach Computing**' curriculum and covers all aspects of the National Curriculum. This scheme was chosen as it has been created by subject experts, is based on the latest pedagogical research and is continually being updated. It provides an innovative progression framework where computing content (concepts, knowledge, skills and objectives) has been organised into interconnected networks called learning graphs. The 'Teach computing curriculum' has been written to support all pupils. Each lesson is sequenced so that it builds on the learning from the previous lesson, and where appropriate, activities are scaffolded so that all pupils can succeed and thrive.

Project Evolve – Digital Literacy and Online Safety

A key part of the computing curriculum is ensuring that children are accessing technology safely and responsibly. Children have a right to enjoy childhood online, to access safe online spaces and to benefit from all the opportunities that a connected world can bring them, appropriate to their age and stage. Children develop this awareness and responsibility through the use of the '**Project Evolve – Education for a Connected World**' framework. The framework aims to support and broaden the provision of online safety education, so that it is empowering, builds confidence and creates a positive online environment.

Computing is taught every week, either as a stand-alone lesson or embedded into the wider curriculum. This is dependent on the area of focus for that specific half term. Children have access to a range of hardware: laptops, Ipads, crumbles, micro bits, BeeBots, dataloggers and software that they need to develop their knowledge and skills.

How do we ensure our intent becomes a reality?

- ICT is timetabled for each class each week.
- We have a Computing scheme of work which is split into year groups and includes: - **Computer Science, Information Technology and Data and Digital Literacy and Communication**
- There is a Computing skills progression document.
- Each key stage has a set of laptops and I-Pads which they can use anytime to enhance their curriculum.
- The use of ICT and technology can support the needs of all of our pupils.
- E-safety is interwoven throughout.
- Digital safeguarding talk for Upper key stage 2

Subject Impact

What are the outcomes for our children in this subject?

Through our carefully designed curriculum, by the time children leave Oldswinford they will:

Become responsible, respectful and competent users of data, information and communication technology.

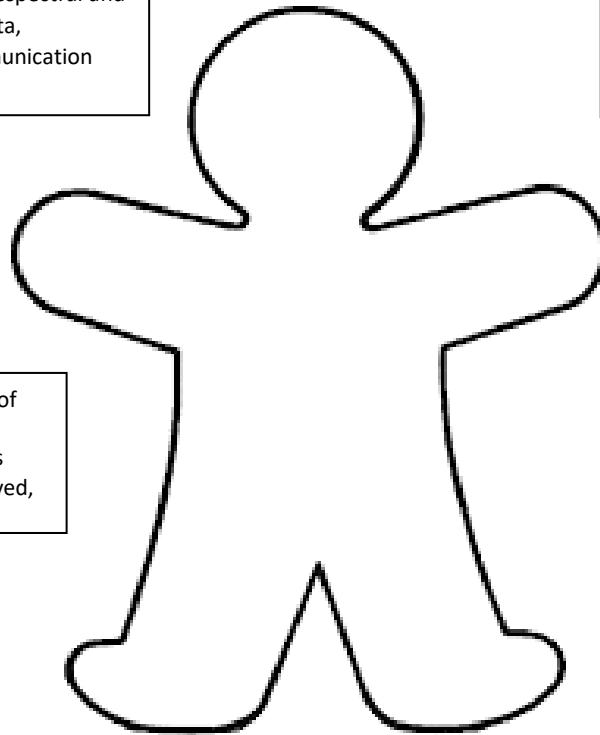
Be enthused and have the capability to use technology throughout their lives.

Understand the importance of governance and legislation regarding how information is used, stored, created, retrieved, shared and manipulated

Have critical thinking, reflective learning and a 'can do' attitude, particularly when engaging with technology and its associated resources.

Utilise computational thinking beyond the Computing curriculum.

Have the skills, strategies and a knowledge that will enable them to reap the benefits of the online world, whilst being able to minimise risks to themselves or others.



How do we know that we have achieved these outcomes?

- Computing coverage
- Evidence of work trawls
- Skills progression
- Pupil questionnaires
- Staff feedback and training opportunities
- Assessment opportunities

