# Computing

## At St Alphege

At St Alphege we view computing as an integral component of the curriculum. Our overall aim is to enhance learning in all areas of the curriculum through the use of computing. We envisage that computing will enrich the process of the teaching and learning in all areas of the curriculum and is a fundamental part of equipping children with the necessary skills to apply within a digital world.

## Early Years

Computing and Technology is underpinned in many areas of the Early Years Curriculum and covered daily through indirect and child initiated activities. By the end of reception pupils will be able to:

- Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.
- Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.
- Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.
- Knows that information can be retrieved from computers
- Completes a simple program on a computer.
- Uses ICT hardware to interact with age-appropriate computer software.

Children should recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

Having secured these skills, children's knowledge and understanding will then be built upon in Key Stage One.

## Key Stage 1

The national curriculum for Computing aims to ensure that all pupils:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs

- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

These are all underpinned by specific skills which are built upon. The skills are as follows:

- to become confident in handling hardware, software and other computing equipment
- to develop their basic coding skills and subject specific vocabulary
- to develop the ability to use computing equipment to manipulate and present written word, images and sounds so as to convey a message effectively
- to be able to use computing equipment to store information, retrieve and then present it in ways that enhance interpretation and analysis
- to begin to understand the role of computing encountered in daily life to monitor and control events and equipment
- Find answers to simple questions about the past from sources of information.