

COMPUTING

"A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world." National Curriculum 2013

INTENT

At St Alphege Infant School our aim is to provide a high-quality computing education which is fully inclusive and accessible to every child, underpinned by our vision and school values. Technology is everywhere and will play a pivotal part in children's lives. Therefore, we want to model and educate our children on how to use technology positively, responsibly and safely.

Our teaching allows the children to gain secure knowledge and skills which will encourage them to use ICT to develop ideas, express themselves, solve problems and become computational thinkers. Computing skills allow children to become confident, creative and inquisitive learners who are able to be critical and challenge themselves.

IMPLEMENTATION

Our Computing Curriculum at St Alphege recognises that ICT can be taught as a discrete subject as well as cross-curricular through many other subjects. Many of the skills are transferrable which provides a wealth of learning opportunities across all subjects. All children have access to laptops, iPads, Beebots and each classroom is fitted with an interactive smart board to support teaching.

In Key Stage 1, computing is taught discreetly using the Teach Computing Scheme of work and as much as possible through links with other curriculum subjects. Teach Computing ensures coverage of the National Curriculum for Key Stage 1 through a spiral curriculum. This ensures knowledge and skills are taught progressively, enabling the children to embed and build on their learning over time.

In our EYFS, although Technology is no longer part of Understanding the World in Development Matters, Computing is centred around play-based activities that focus on building children's listening skills, curiosity and creativity, and problem solving. Opportunities to develop computing skills will be offered as part of continuous provision. These include:

- Using digital cameras and iPads to take photos
- Exploring programmable floor robots using Beebots
- Considering how to use technology safely
- Exploring age appropriate programs on the iPads.
- Use technology to listen to music
- playing games on the interactive whiteboard
- exploring an old typewriter or other mechanical toys
- watching video clips

Allowing children the opportunity to continuously explore technology in a child-led way, means that not only will they develop a familiarity with equipment and vocabulary but they will have a strong start in Key Stage 1 Computing and all that it demands.

We teach e-safety as an explicit part of our curriculum through Computing and PSHE/PSED across the whole school. We discuss issues such as: keeping personal information private, trusting people and sources online, treating others online as we would in real life and what to do if anything makes children feel uncomfortable online. We also use a range of age suitable literacy which introduces children to e-safety issues, such as 'Digiduck's Big Decision' and 'Hector's world'.

IMPACT

At St Alphege we want to ensure that all of our children will be digitally literate and able to join the rest of the world on its digital platform. Not only do we want to enable our children to have the knowledge and skills to enable them to be computer literate, but more importantly, we want them to be able to do so safely. The biggest impact on our children is that they understand the consequences of using the internet and they are aware if how to keep themselves safe online.

