COMPUTING CURRICULUM INTENT – PARK ASPIRE

Intent – Implementation – Impact

Intent

We aim to prepare our pupils for a rapidly changing world through the use of technology at Park Aspire. Our Computing Curriculum is designed to enable pupils to use computational thinking and creativity to further understand our world. Our curriculum design has links with English, Mathematics, Science, and Design and Technology. At the core of our computing curriculum is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, we intend for our children to use information technology to create programs, systems and a range of content. We aim to ensure that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Implementation

Pupils have one lesson of computing per week at both Primary and Key Stage 3.

(Primary) Our Computing Curriculum at is designed using PurpleMash. It is comprised of three aspects: Digital Literacy, Computational Thinking and IT in the World. Computing skills are taught both discretely and cross-curricular, supporting other areas of learning across the school. Our children are taught to use equipment and software confidently and purposefully, to communicate and handle information and to support their problem solving, recording and expressive skills. They are also taught investigation and programming and work to understand how to communicate safely. Our planned curriculum for digital literacy that includes online safety is broad in covering a range of issues including understanding current issues such as 'fake news' and 'body image'.

(KS3) A variety of platforms are used to deliver age appropriate, challenging and engaging content. Code.org is used to introduce to children to coding and programming and to build their confidence in problem solving, building instructions, execution of commands and de-bugging. To strengthen typing skills, typing.com is used to show pupils how to correctly hold their hands and learn to build muscle memory for faster typing. TinkerCAD.com is used to allow students to develop an understanding of how computers can be used to design items virtually and the tools and processes that are used to create effective designs. Purple Mash is also used to supplement some of the other essential areas, such as Online Safety, Cyber Bullying, IT in the wider world and general digital literacy with application software such as word processing and spreadsheets.

Impact

Our pupils are confident using a wide range of hardware and software, and who value online safety and respect when communicating with one another.

If you were to walk into Computing lessons at Park Aspire, you would see:

• Pupils working to become proficient users of technology who are able to work both independently and collaboratively.

• Computing hardware and software being utilised to enhance the learning outcomes of our pupils, across the curriculum.

• Clear progression.

• A learning buzz as children fully engage in lessons.