Computing

'Whether you want to uncover the secrets of the universe, or you just want to pursue a career in the 21st century, basic computer programming is an essential skill to learn.'

Stephen Hawking

**We are all part of God's vine and are rooted in His rich soil.
We are nurtured and supported so that we may grow and spread out into the world
to love and to serve.**

CURRICULUM STATEMENT

Our intention is to enable all children at Goring Church of England Primary School to develop their understanding and experience of computing science, information technology and their role as a digital citizen in the world.

ESSENTIAL CHARACTERISTICS OF COMPUTING

- An understanding of the connected nature of devices.

- An understanding of the opportunities networks offer for communication and collaboration.

- Competence in coding for a variety of practical and inventive purposes, including problem-solving and logical thinking.

- The ability to collect, organise and manipulate data effectively.

- The ability to communicate ideas well by using applications and devices throughout the curriculum.

- The ability to connect with others safely and respectfully, understanding the need to act within the law and with moral and ethical integrity.

- The ability to identify a healthy time balance in the use of technology.
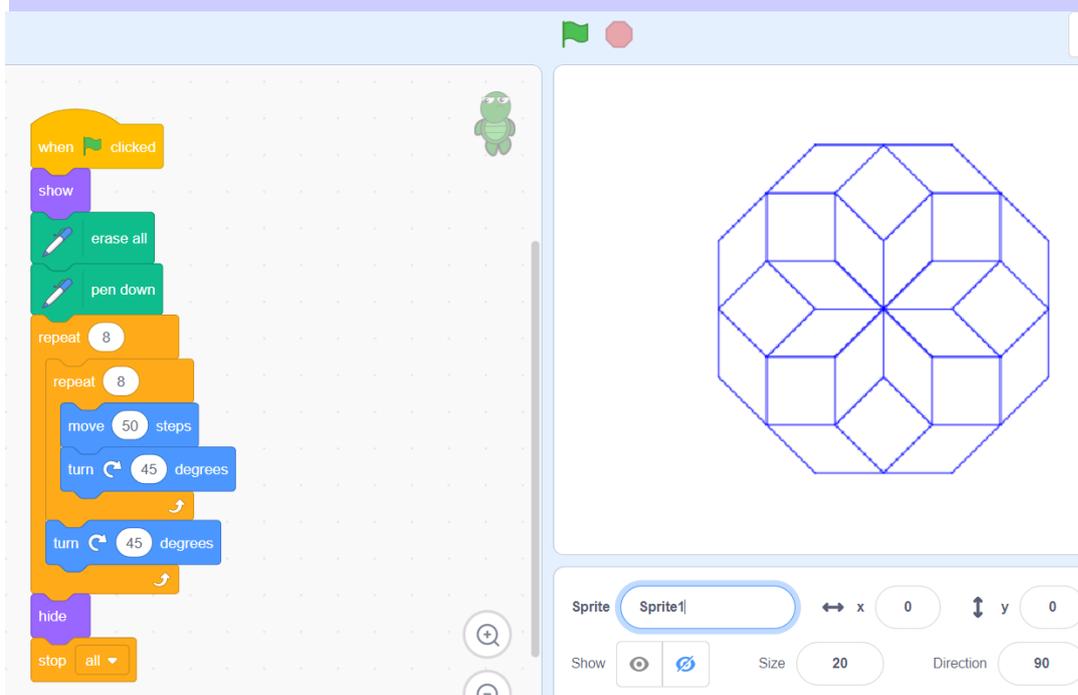
# WHAT DOES COMPUTING LOOK LIKE IN THE CLASSROOM?

- Children take part in a range of activities. These include the use of technology, computer science (understanding coding and programming) and digital literacy (how to behave online).

- Some lessons are 'unplugged', meaning they do not require the use of any technology, whilst others utilise technology, including school mobile phones and laptops.
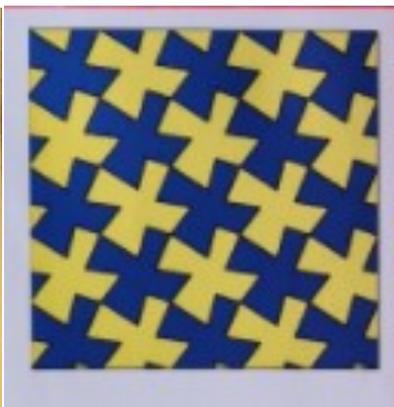
USING CHILDREN'S LITERATURE IN THE CLASSROOM

A range of rich and varied texts are available in classrooms and the school library which supplement the computing curriculum. Where relevant, these may be used in lessons.

## BOOKS IN SCHOOL THAT ARE RELATED TO COMPUTING
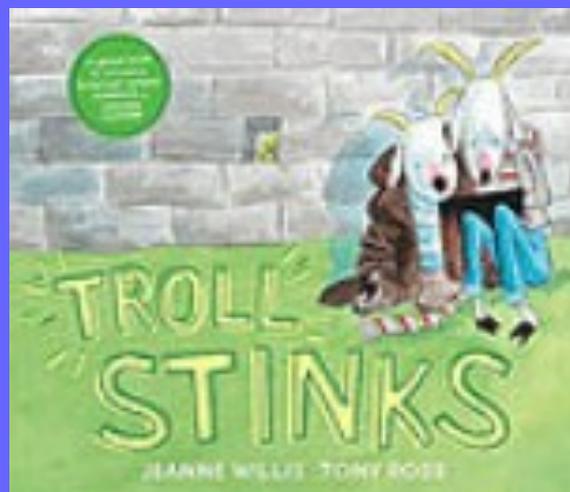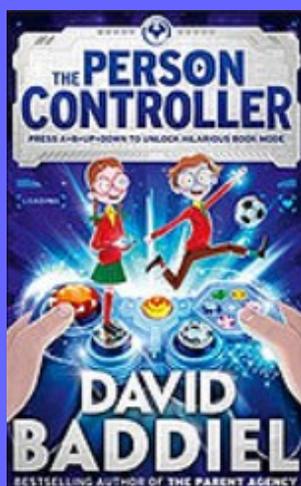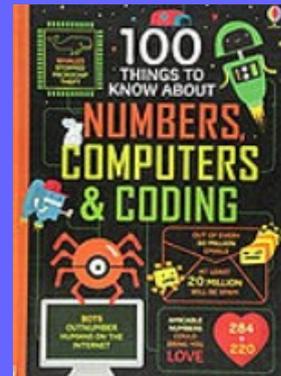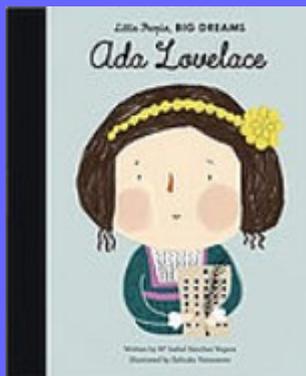
ENRICHMENT OPPORTUNITIES

Goring Church of England Primary School facilitates various workshops and extra-curricular activities to enhance teaching and learning. In key stage 2, children have opportunities to take part in virtual computing workshops which help expand their knowledge of coding.
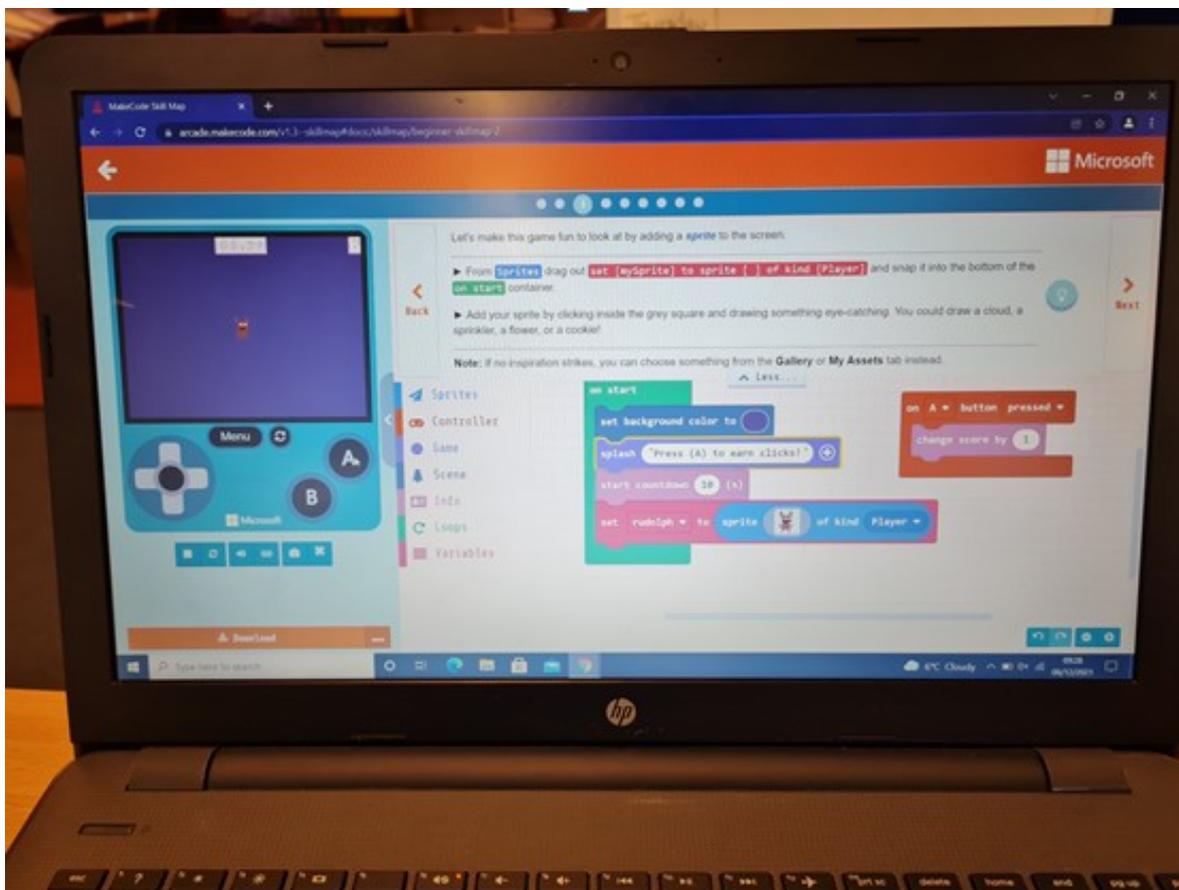
CONTRIBUTING TO THE WIDER WORLD

We believe that everybody plays an essential role in their community and it is important that we teach children how to contribute. In computing lessons children are taught how technology can be used to create different media and art, and how computers can help us in our everyday life.

ASSESSMENT, MONITORING & MEASURING IMPACT

FEEDBACK

Children are given regular and meaningful verbal feedback during computing lessons.

ASSESSMENT FOR LEARNING OPPORTUNITIES

Teachers make use of differentiated questioning, mini-plenaries and end-of-lesson plenaries which provide informal assessment opportunities. These help to gauge pupil understanding.

MONITORING

The computing co-ordinator regularly examines the work completed in computing lessons to ensure the curriculum is taught consistently across the school.

DEEP DIVES

The computing co-ordinator completes regular deep dives. These provide an opportunity to observe lessons, talk to children, review planning and teaching and review strengths and areas for improvement across the school. After a deep dive is completed, a report is written and shared with staff and governors. Any actions that are required are then implemented in a timely fashion.

HOUR OF CODE