

**Intent** – We aim to...

We work hard to raise the aspirations of our children and to provide good opportunities for their future prospects

Our pupils will see the digital world as part of their world, extending beyond school, and develop skills to move to secondary school leading safe digital lives.

We aspire for Computing to be incorporated throughout all areas of the curriculum ensuring that our children become digitally literate

Pupils will be able to develop their ideas in a way that will enable them to become successful digital citizens

We create pupils who are responsible, competent, confident and creative users of information and communication technology

**Implementation** – How do we achieve our intent?

Our approach: We develop our Computing Scheme using the NCE Teach Computing scheme of work. This is a cleverly crafted scheme to ensure children leave Beechwood with all the skills they will need to succeed in computing in secondary school and beyond.

Flying Start: At Beechwood Primary School we follow Barefoot Computing in EYFS. The Barefoot Computing scheme focus on developing their computation thinking skills linked in with the Early Years Framework this will prepare children to move into the Teach Computing curriculum in year 1.

Progression: All of the Teach Computing content is mapped to the ten strand taxonomy, which covers the breadth of computing (see progression through the taxonomy). Within these strands, key elements of digital literacy have been identified, such as effective use of tools, impact of technology and safety and security. We acknowledge that e-safety is paramount to safe guarding our children and therefore the entire school follow this to support the children's understanding of how to stay safe on line. As a school we are proactive in dealing with any on-line safety concerns and educating our children how to conduct themselves on-line.

Vocabulary: At Beechwood we acknowledge that we have a diverse intake of children and therefore vocabulary has to be thoroughly taught. We ensure key vocabulary is displayed on our working walls and word mats as well as ensuring the children are reminding of any key vocabulary at the start of each lesson. Children who are new to English will have pictures to support their learning of new vocabulary. We ensure we use the correct terminology right from the start to ensure our children build design and technology dialogue.

Inclusion: As a school we have a diverse intake of children with a high mobility rate and therefore The Teach Computing Curriculum has been written to support all pupils, with units containing a number of scaffolding activities and utilising effective teaching strategies. As each unit is taught, key vocabulary is explicitly taught to children as part of quality-first teaching.

Assessment: Every lesson includes formative and summative assessment opportunities for teachers to use. These opportunities ensure that misconceptions are recognised and addressed if they occur. They vary from teacher observation or questioning, to marked activities.

Impact – How do we know we have delivered a successful curriculum?

Children will be able to use appropriate vocabulary accurately, independently, to demonstrate their computing understanding.

Children understand not only the content that is taught but the opportunities offered to them by their computing education, enabling them to become creators and change-makers in our digital world.

Pupils will speak enthusiastically about their Computing learning and articulate what they are learning and why it is important.

Children are able to evaluate and critique their work confidently and with a growth mindset.

Children will develop resilience and will understand how to evaluate their own work as well as the work of others.