'Learning, Growing, Achieving – Together'

Curriculum statement for the teaching and learning of Computing

Intent	At Kingmoor Junior School computing provision aims to teach our children to engage in an ever changing world where work and leisure activities are being innovated by technology. It is our intention to enable children to find, explore, analyse, exchange and present information in a safe, responsible and respectful manner. We also focus on developing the skills necessary for children to be able to use information in a discriminating and effective way. Our computing curriculum based upon the rising stars computing package enables children to develop their problem solving and reasoning abilities. It enables children to understand and apply the essential principles and concepts of Computer Science, including logic, algorithms and data representation, analyse problems in computational term, and have repeated practical experience of writing computer programs in order to solve such problems. Computing skills are a major factor in enabling children to be confident, creative and independent learners and it is our intention that children have every opportunity available to allow them to achieve this.			
Underpinned by	The teaching of skills	The application of skills	Vocabulary	Online safety
	Kingmoor pupils will be taught how to use a range of computer software, including spreadsheets, databases, email systems, word processing, multimedia presentations, app development, control programming and coding.	Kingmoor pupils are given regular opportunities to apply the skills that they have been taught to support their learning in our other curriculum subjects. Previously learned skills are returned to so they can be built upon regularly across the computing curriculum.	Kingmoor pupils will understand and use appropriate topic vocabulary, including that associated with programming, e.g. algorithm, debug, input, output, and variable.	Kingmoor pupils learn how to use mobile technology and the internet safely. Online safety is not only taught in computing lessons, but in PSHE lessons, assemblies and workshops.

Implementation	**Curriculum Approach** Pupils engage with weekly lessons from the rising stars units of work. Pupils are supported and stretched through the topics which build upon previously learned knowledge and skills. Pupils working at greater depth are able to broaden their knowledge and skills within these units. Each unit is best linked to the year group topic and typically works towards an end product to demonstrate the progress made within the unit. Skills established in computing lessons are used throughout the curriculum to support and enhance the learning.	**SMSC** Computing topics discuss the moral dilemmas the internet can present and how to try and solve them. Pupils return to this aspect of right and wrong choices through online safety which is woven through the curriculum. They promote the social side of collaboration and the creativity this brings. Cultural aspects are discussed through artwork and online communities.	**Online safety** Throughout a pupil's learning journey at Kingmoor, they will receive regular teaching and learning about online safety. This comes as a unit of work in each year group through the rising stars computing modules. Pupils also have regular opportunities through assemblies and workshops to learn about the importance of online safety. Within school, pupils are able to use the internet through a secure filtered system. All staff and pupils agree to an acceptable use policy for using the internet within and outside of school. The school website directs parents and pupils to where they can find helpful advice about how to stay safe online.
	Sharing work Pupils work in computing is saved in a shared drive to allow it to be shared with pupils, teachers and parents. Work is printed to create displays to show the process of the work as the unit develops. Computing work is shown in assemblies alongside other curricular subjects.	**Local Context** Pupils are taught using relevant links to the local area and the wider world and the technologies which the skills within the unit can be applied to. Blogging from within the different areas within a church to describe how this place makes you feel is an excellent example of this and of our cross-curricular approach.	
	Resources Pupils at Kingmoor are incredibly fortunate to benefit from a selection of hardware including laptops, ipads and data loggers. The software used is modern and relevant and are usually accessible for pupils to use at home to develop extra-curricular engagement.	**Thoughtful Questioning** Questions woven through the planning for the units of work allow pupils to think deeply and logically about their work at hand. Pupils working towards the learning expectation are supported through careful questioning and peer support.	

Impact	By the end of the key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the subject of computing programme of study.			
	PUPIL VOICE	**EVIDENCE IN KNOWLEDGE**	**EVIDENCE IN SKILLS**	**BREADTH AND DEPTH**
	Talking to pupils throughout the year groups show pupils enjoy the units of work. They take pride in problem solving to ensure their product works correctly. When asked, pupils can explain how to stay safe online and what to do when they see something that makes them feel unsafe.	Pupils understand where their knowledge fits into the outside world and why it is important to learn about computing technologies. Pupils are able to articulate themselves using acquired vocabulary from the computing unit modules.	Pupils are able to apply their skills to solve new problems and explain how and why they solved them. Pupils are confident at explaining their work to people and their work is at an expected or greater standard.	Pupils have developed their ideas beyond the expected example for the end of unit product. Pupils are confident in explaining their thoughts and feelings about their work and are reflective about their working process.