BURFORD SCHOOL

MARLOW BOTTOM

# Computing

## Intent

At Burford School, it is our intention to become competent and mindful users of all technologies. Technology is all around us, and we strive for our pupils to finish KS2 with the declarative knowledge and procedural skills necessary to use it effectively and responsibly.

We aim for our pupils to be curious creators and achieve this by encompassing computer science, information technology and digital literacy into our broad curriculum. We want children to be exposed to a variety of different hardware and software, allowing the children to enhance their computational thinking to achieve a desired goal. By focusing on the Burford Values of perseverance and resilience, children understand that progress can be achieved by making mistakes and learning from them. We take both an integrated and direct approach to online safety to ensure that the children understand the importance of using the internet responsibly in school and at home. We aim to model the acceptable use of technology, teach the children to recognise unacceptable behaviours and safeguard each other.

We encourage staff to embed the use of technology across the curriculum in order to make learning engaging and accessible and provide opportunities for the children to apply their knowledge to a wide range of experiences.

## Implementation

Computing is taught using the National Centre for Computing Education Scheme. Through a unit-based approach and hands on experience we strive to develop the children's declarative knowledge and procedural skills. We implement a Computing curriculum that is progressive throughout the whole school, for example, by using Scratch for programming in all year groups to allow pupils to build on their prior learning. Teachers ensure that lessons are inclusive, seek out opportunities to provide challenge and make cross-curricular links where possible.

A discussion around online safety is incorporated into each lesson, to identify how it is relevant to different areas of the curriculum, as well as presented in assemblies and through Safer Internet Day. The children are also exposed to scenarios and taught to promote online safety using the Kapow scheme of work.

The children have the opportunity to programme, animate and improve office-based skills as well as use computers, iPads and other hardware to help develop their learning across all subjects. By linking learning to a range of fun and interesting topics, inviting guest speakers and immersing themselves in STEM week the children also learn how technology is implemented in the wider world.

## Impact

The children's enjoyment and engagement of Computing is of the utmost importance to us, so we use pupil voice opportunities to gain feedback, using this to inform future practice. Pupils will be given the opportunity to provide evidence of their learning using the devices throughout each computing unit.

At the end of each Computing unit, the children are asked to demonstrate the skills and knowledge that they have adopted. This may be through project-based work, via a quiz on Google Forms, or as a practical exercise. In KS2 the children are asked to publish this work on Google Classroom where their teacher can assess their understanding and provide feedback. In KS1, evidence will be recorded by the teacher and uploaded to Google Classroom for assessment. Verbal and written feedback is provided in line with the school's feedback policy and a variety of open and closed questioning strategies are used to make formative assessment.

In order to summatively assess the children's understanding of what has been taught, teachers will determine whether the children are working at the expected standard or working towards the expected standard for each unit of work. This information will be recorded via our school's tracking system, reviewed by the Teacher and the school's computing co-ordinator and used to inform future planning and subject development.