

Computing subject intent:

- To develop safe, responsible and competent learners who can navigate and investigate using technology.
- For children to develop the knowledge and skills they need to keep themselves safe online.
- To prepare children for the pivotal role technology will play in their lives, both as children and adults.

How we support the needs of our children through teaching computing:

- **Experiential learning** – Our curriculum exposes children to a range of technology including laptops, ipads, beebots and data loggers.
- **Self-esteem** – We teach children strategies to keep themselves safe using technology so they feel confident in knowing what to do in an ever extending technological world.
- **Resilience** - Through our challenging curriculum, children are given opportunities to develop their resilience to solve new problems using technology e.g. through programming lessons.
- **Social skills** – Children will have opportunities to discuss and collaborate with peers in computing lessons.
- **General knowledge** – Children will be taught how to research using the internet and apps, linked to line of enquiry where possible.
- **Oracy skills** – children are given opportunities to record themselves and others using technology (e.g. recording animations/ reports using green screen). Children will be taught explicit vocabulary related to computing, programming and multimedia.

How do we teach computing at Nova Primary?

In EYFS, adults support children to be digital engineers during continuous provision using the resources in the classroom. Computing in EYFS is centred around children having the opportunity to develop their computational thinking skills in readiness for KS1, through bespoke resources created for Early Years by Barefoot Computing and Computing At School. In addition to this, children in EYFS will also have the opportunity to grow as digital engineers and developing their understanding of technology through opportunities such as: Taking photographs with tablets and exploring how we can alter them, searching for information on the internet using age appropriate search engines such as Kiddle, playing games on the interactive whiteboard, exploring computing equipment such as a mouse, keyboard and monitor, using a Beebot, watching a video clip or listening to music.





At Nova, Year 1-6 have discrete computing lessons in their classrooms using class sets of laptops or I-Pads. We use the 'Teach Computing' scheme of work as a basis for our planning. Teachers assess and adjust plans as required to ensure teaching builds upon children's prior learning. You can find out more here: [Curriculum teaching resources \(teachcomputing.org\)](https://www.teachcomputing.org) Each child will be able to progress through 6 computing units throughout a year which focus on developing children's skills and knowledge in programming, multimedia, handling data and technology in our lives.



Children are given opportunities to share their learning with a real audience where possible e.g. through class assemblies/cross phase learning. The 'Teach Computing' scheme of work also allows plenty of opportunity for peer-to-peer discussion and collaboration, which in turn provides children with the opportunity to evaluate and reflect upon their learning.

How do we assess computing at Nova Primary?

Our computing scheme of work, Teach Computing, allows children to develop their computing skills, and can be adapted where possible to link with line of enquiry. Often, children have the opportunity to apply their computing skills in real contexts, such as creating presentations, posters and videos linked to a chosen topic.

Additionally, children having pride and ownership of what they have learnt is of vital importance here at Nova. To reflect this, children in KS1 will have a 'Computing Self-Evaluation Log' which can be completed together and saved by teachers. At the end of each unit, children discuss and record how confident they feel in the subject and write some reflections which centre on the key skills and vocabulary they have learnt. This may be carried out as a class, in small groups or individually depending on the needs of the children.

Year 2 - Skills/Units	I can do this by myself.	I can do this with a little help.	I found this really hard.
Unit 1 – Computing Systems & Networks. 	What I enjoyed about this unit: I think I did well at: What I found hard was:		
Unit 2 – Digital Photography 	What I enjoyed about this unit: I think I did well at: What I found hard was:		
Unit 3 – Making Music 	What I enjoyed about this unit: I think I did well at: What I found hard was:		
Unit 4 – Pictograms 	What I enjoyed about this unit: I think I did well at: What I found hard was:		

Year 2 - Skills/Units	I can do this by myself.	I can do this with a little help.	I found this really hard.
Unit 5 – Robot Algorithms 	What I enjoyed about this unit: I think I did well at: What I found hard was:		
Unit 6 – Programming Quizzes 	What I enjoyed about this unit: I think I did well at: What I found hard was:		

In KS2, at the end of each unit, there are opportunities for end of unit assessments in the form of quizzes which recap the key skills, knowledge and vocabulary which has been taught. These can be used by teachers to help them identify the progress children have made, and plan any additional support or needs for the future before subsequent units are taught. Whilst following the Teach Computing scheme, teachers have the opportunity to adapt resources to suit the needs of their learners. Where appropriate, children's work will also be saved in pupil folders, and teachers will also save three examples of children's work at the end of a unit as evidence for the subject leader to moderate against the National Curriculum objectives.