Computing Overview

At Our Lady of the Rosary Primary School, we want every child to be confident and inquisitive users of technology, who use their knowledge of computing as a vehicle for learning.

Intent

- o Computing has the potential to improve the quality of teaching and learning across the curriculum. We recognise the importance of an increasing need for a greater level of technological knowledge and awareness amongst the population as a whole.

- o The effective use of Computing in the classroom will help to produce a population that feels comfortable with a range of ever-changing new technology, is able to access lifelong learning opportunities through the use of technology and can adapt to the rapid changes in this field.

- o Our vision is to provide a vibrant 21st-Century learning environment where all students can excel. We want our children to be creative thinkers, which will help them understand and change the world. We want to prepare them for an ever-changing world.

- o By giving pupils more creative freedom and ownership of their learning, we have pledged to build strong skills in our students, which are highly relevant to the digital world we are living in.

- o We want our children to make strategic choices about how they present their work. We do not want children bound to pen and paper. It is vital that we provide opportunities for our children to develop their creativity and share their learning through technology. Through a range of devices, programmes and apps, our children will become critical thinkers: they will begin to make choices about how they work.

- o We want our children to become responsible, competent and creative users of technology.

Implementation

- o Our computing curriculum aims to teach children new skills, as well as giving children the opportunity to apply these skills in subjects across the curriculum. The Computing curriculum at Our Lady of the Rosary teaches skills to cover the following areas:
    - o Hardware
    - o Microsoft Word
    - o Microsoft PowerPoint
    - o Microsoft Publisher
    - o Communication & Media (including Apple Clips & iMovie)
    - o Computer Programming
    - o Internet
    - o E-Safety

- o Class teachers deliver computing lessons to their classes. For each area above, skills are split up appropriately and progressively for each year group on the Computing LTP, with much more detailed information forming the MTP for each year group for each half term.

o   Class teachers (in conjunction with the subject leader) use these plans to resource exciting and engaging lessons, making children eager to take part. At times (wherever necessary), children may complete 'unplugged' activities (taking place away from computing devices) to ensure that children have a full understanding of the skill or concept, before completing independent work. All lessons are planned with challenges for more able children and support for SEND children, making each lesson suitable, accessible and challenging for all.

o   Class teachers will give children the opportunity to apply these taught skills in wider curriculum areas. For example, pupils will create an Apple Clips video related to the digestive system.

Impact

o   Children will be confident and competent users of technology; developing their skills year by year. This will be evident through MTPs, lesson resources and evidence of work.

o   Children will begin to take ownership of their work, choosing the most suitable app/piece of software to meet a brief/lesson objective.

o   Children will use technology safely: they will know how to keep themselves safe whilst using technology and will be aware of what to do if they are concerned.