

A guide to how we teach Computing at St Mary's

How we organise and sequence our Computing learning:

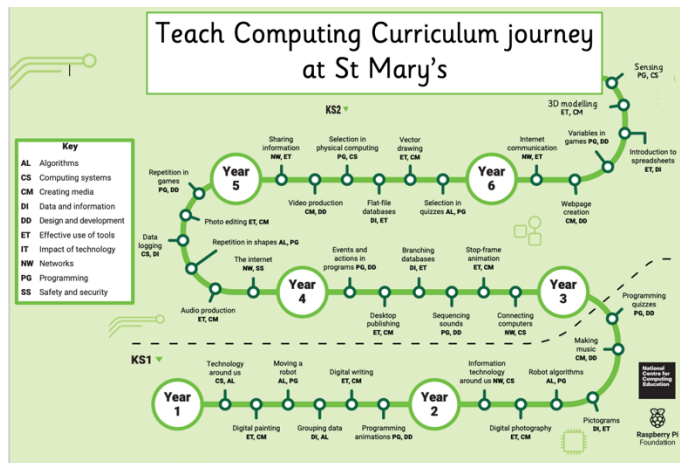
We teach activities that match the objectives listed in the National Curriculum's Statutory Requirements for Computing. As a school we use the Teach Computing scheme designed by the National Centre of Education for our lessons.

<https://teachcomputing.org/curriculum>

At St Mary's we want our pupils to be digitally literate and participate responsibly in a digital world, both now and in the future. Our computing curriculum comprises of 5 key areas:

- Online Safety (throughout our curriculum)
- Systems and Networks
- Creating Media (Images and Modelling, Audio, Text, Animation and Video)
- Data and Information
- Programming (taught twice annually)

Our computing curriculum is planned and sequenced so that new knowledge and skills build on what has been taught before.



Our detailed long-term overview includes prior knowledge children should know, key vocabulary and key milestones.

Computing lessons:

Computing is taught weekly as a discrete lesson. Links are made to other subjects where appropriate.

Lessons always start with a short burst of internet safety; this is usually taken from Project Evolve and informed by the Education for a Connected World 2020 document. It can also be something specific the teacher has noticed the class needs.

The main body of the lesson follows the suggested content as set out in the planning within the Teach Computing scheme.

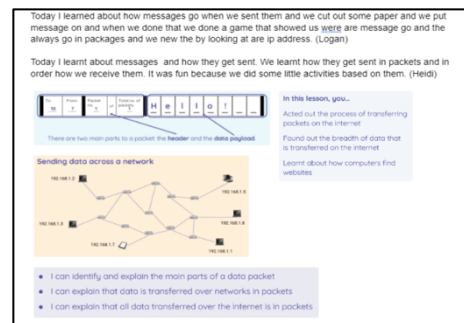
Lessons finish with a form of quiz to check understanding of the days learning.

Work from lessons is recorded in our digital floor book. Pupil voice is captured and evidence of work is shown. Our work can also be found within Google classroom and SeeSaw.

Year 1 example:



Year 6 example:



Assessment:

Topics end with a POP (proof of progress) task which is set out as part of the curriculum topic.

This is an opportunity for pupils to independently show their learning within a topic.