

## **Curriculum Statement - Computing**

### **The importance of Computing**

Computing (ICT) prepares pupils to participate in a rapidly changing world, where ICT plays an important role in every aspect. Pupils use ICT tools to find, explore, analyse, exchange and present information in a responsible and creative way. We strive to use e-learning to promote initiative and independent learning, with pupils being able to make informed judgements about when and where to use ICT tools to the best effect, both at school and at home.

### **Aims and Objectives for Computing**

- For computing to be a natural and effective tool which can be integrated into everyday life of each pupil.
- For pupils to experience a range of ICT hardware, software and facilities to use the internet as a learning tool.
- For pupils to become skilful and confident in using and choosing the appropriate tools to apply their skills in e-learning.
- To encourage parental involvement in the children's education.

### **Outcomes: Knowledge and Understanding**

- To know when a particular tool is appropriate and "Having the skills and capabilities to use technology in all aspects of their learning life".
- To understand the impact of being a confident e-learner so they can learn what they want, when they want and without any boundaries.

### **Curriculum and School Organisation**

In order to achieve these aims and objectives the teaching of computing is organised:

- In a Cross Curricular way to support and enhance all other subjects in the curriculum.
- A skills lesson once per week for each year group.

Within the Scheme of Work learning activities and computing are sequenced to ensure progression, and are taught in a variety of ways through.

- Direct class teaching to introduce a specific program or skill.
- Through practical tasks using the appropriate hardware and software.
- Through group activities, so that children can interact with each other.
- By providing children with real experiences in the practical application of ICT.

Computing planning and evaluation is in year groups with links to all other areas. Medium term planning highlights how E-Learning can be incorporated and weekly planning of all areas defines the skills being taught within that curriculum area.

To promote skills pupils will be provided with the computing skills plus the curriculum context which in turn should inspire children to be confident independent learners.

Pupils will engage on a learning journey that begins in Foundation Stage, as part of the journey the children will develop skills in these areas:

**LONG TERM COMPUTING CURRICULUM MAP**

Suggested Year	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
						
1	Digital Programmer 1 (CS)	Digital artist (IT)	Digital researcher & Digital presenter 1 (IT)	Digital publisher (IT)	Digital Designer (IT)	Digital broadcaster (IT)
2	Digital animator (IT)	Digital Programmer 2 (CS)	Digital data handler (IT)	Digital researcher & Digital presenter 2 (IT)	Digital musician (IT)	Digital film maker (IT)
3	Digital Programmer 1 (CS)	Digital artist (IT)	Digital researcher & Digital presenter 1 (IT)	Digital publisher (IT)	Digital designer (IT)	Digital broadcaster (IT)
4	Digital animator (IT)	Digital Programmer 2 (CS)	Digital data handler (IT)	Digital researcher & Digital presenter 2 (IT)	Digital musician (IT)	Digital film maker (IT)
5	Digital Programmer 1 (CS)	Digital artist (IT)	Digital researcher & Digital presenter 1 (IT)	Digital publisher (IT)	Digital designer (IT)	Digital broadcaster (IT)
6	Digital animator (IT)	Digital Programmer 2 (CS)	Digital data handler (IT)	Digital researcher & Digital presenter 2 (IT)	Digital musician (IT)	Digital film maker (IT)

