

**Manorfield Nursery and Infant School Curriculum Statement
Computing**

Intent	Implementation	Impact
<p>We have created a comprehensive progression document for staff to follow to best embed and cover every element of the computing curriculum. The knowledge/skills statements build year on year to deepen the understanding of our learners. All staff are aware of their year group expectations, and what comes prior/next in order to maximise pupil progress. In order to reduce teacher workload for non-specialist staff, we use the 'Teach Computing' unit of work for key stage one to meet the aims of the National Curriculum in the form of a long-term plan as well as planned iPad sessions that expand learners knowledge.</p> <p>In addition to the core teaching of computing skills, further opportunities to utilise technology are carefully planned into the wider curriculum to ensure children recognise how technology can enhance their schooling e.g. using word processing in English, and using online platforms to record, and reflect upon their work. To provide early experiences of technology, children within the Early Years Foundation stage are provided with opportunities to handle technology purposefully such as using BeeBots as an early opportunity for programming and the iPads/interactive whiteboard to capture and display their learning.</p> <p>As children progress into Key Stage 1, weekly lessons are timetabled which allow children to explore the computing curriculum from the 'Teach Computing' unit of work. This introduces them to a more formal approach to the curriculum that introduces them to the three strands of computing: digital literacy, computer science and information technology</p>	<p>In Key Stage 1, the children will learn to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. They will be taught to create and debug simple programs and use logical reasoning to predict the behaviour of simple programs. They will be shown how to use a range of technology purposefully to create, organise, store, manipulate and retrieve digital content as well as recognise common uses of information technology beyond school. They will be taught to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Each of these skills will be taught through exciting half termly units.</p> <p>All children will be taught to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour and identify a range of ways to report concerns about content and contact as the first lesson of every half term will cover aspects of e-safety.</p> <p>We ensure children have access to high quality computing equipment such as laptops, ipads, digital cameras, audio and virtual equipment. Teachers adapt lessons to meet the needs of all learners.</p>	<p>After the implementation of this robust computing curriculum, children will be digitally literate and able to join the rest of the world on its ever changing digital platform. They will be equipped, not only with the skills and knowledge to use technology effectively and for their own benefit, but more importantly – safely. The biggest impact we want on our children is that they understand the consequences of using the internet and that they are also aware of how to keep themselves safe online.</p> <p>As children become more confident in their abilities in Computing, they will become more independent and key life skills such as problem-solving, logical thinking and self-evaluation become second nature. Children demonstrate positive attitudes to learning with technology and are progressively becoming confident and competent with curricular and cross curricular computing which will hold them in great stead for their future accomplishments and career choices.</p>

