Computing Curriculum Statement

Mission Statement

Our school community is rooted in the Gospel and the vision of St. Catherine of Siena. This inspires each of us *'To be who God wants us to be and so set the world on fire.'*

- We are called to love one another as we seek to be the best in all that we learn and do.
- We celebrate and nurture the gifts, talents and skills of everyone.
- We commit ourselves to grow together in faith, love and service.

More specifically, this means we aim to:

This means that we:	This means that we:	This means that we:	This means that we:
• Recognise and nurture the talents, skills and strengths in everyone • Appreciate our uniqueness as individuals and support our vulnerabilities • Encourage growth in Spiritual, Moral, Social and Cultural terms through our development journey • Live and grow together in faith • Look outside ourselves, seeing our role within the wider world • Grow in confidence, inspiring each other	• Lead by example • Are passionate about continuous learning • Ensure every single child achieves their fullest potential • Deliver a high quality curriculum which results in high standards • Support every member of the community to help them to flourish • Never give up: building resilience and perseverance	• Providing high quality, inspirational learning environments and facilities • Meet the needs of the whole school community • Listen to the needs of those who use our school • Develop Stewardship – looking after what we have and respecting God's world • Are creative in our use of resources	• Develop close collaboration with partner schools and other organisations • Strengthen the links between home and school – working together and supporting each other • Build strong relationships with our parish and broader community • Reach out to those in need with compassion and love' becoming missionaries of the Word in action

Intent

St. Catherine's RC Primary School gives children a wide-ranging and real-world experience of computing that will prepare them for the reality of our ever-changing technological landscape. Children work individually, in pairs and in groups to solve problems in an array of different situations and on a variety of different platforms to apply their computing skills through real-life problem-based learning scenarios.

Our computing curriculum aims to develop a high level of digital literacy and confidence:

• Developing an understanding of algorithms, abstraction, logic and data representation.

• Giving the children practical experience of writing programs to solve problems.

• Allowing children to experiment with and evaluate new technologies in an analytical manner.

• Making links with digital literacy skills so that children can safely, creatively and confidently navigate their digital landscape.

Implementation

Computing is taught using the 2014 National Curriculum as its basis. The scheme of work we follow has been designed and created alongside MGL in order to link different topics and subjects throughout the curriculum in a meaningful and progressive manner.

We will encourage children to develop their confidence in using technologies in real-world contexts by giving them a range of web apps and software that they can access like PicCollage, Google Expeditions, Google Maps, Microsoft Office, Apple Movies, GarageBand, Scratch, amongst many others. This will enable them to practise the skills that they have learnt in a wide range of contexts.

Through working alongside MGL and One Education, teachers and support staff will have continued professional development and the opportunity to discuss any issues or problems they might encounter throughout the curriculum either face to face, online or with the Computing Subject Leader.

The topics have been clearly mapped to Age Related Expectations (AREs) and have been organised with teachers, the Computing Lead and MGL. This ensures that the pitching of lessons and progression is clear throughout the school. Planning is saved on the school's server.

In terms of resources, the school currently has the following hardware:

• 8 laptops per class (KS2 only)

• 8 iPads per class (KS1 & KS2)

(Therefore, full class access is available for each individual class within phases when needed and access to the above is available throughout the school day for every class, although, at present, only Key Stage 2 for laptops. EYFS are able to gain access to any of this equipment when they need it.)

• Beebots.

• Google Expedition equipment (Whole Class)

• Alpha Teach Boards in every class including EYFS

Assessment is carried out in the form of teacher assessment against age-related expectations. This, combined with other assessment and monitoring strategies, will continue to inform and develop the computing curriculum statement and action plan.

Impact

OTrack is used to record the progress that pupils are making in terms of knowing more, remembering more and being able to do more at the end of each academic year. This will record whether the children are working towards the age-related expectations, at the age-related expectations or exceeding the age-related expectations.

These judgements will be quality assured by subject leaders using first-hand evidence of how pupils are doing, drawing together evidence from pupil voice interviews, observations of tasks, reading tasks, work scrutinies and discussions with pupils about what they have remembered about the content they have studied.

These judgements will inform the curriculum and whether children are ready for the next stage of their education.