



NETHERTON INFANT & NURSERY SCHOOL
SUBJECT ON A PAGE
COMPUTING

OVERALL CURRICULUM INTENT:

We want pupils to be independent, forward thinkers of technology. Technology is everywhere and an integral part of all our lives – it will shape and influence pupils' lives and career. Therefore, we aim to model and educate our pupils' on how to use technology that reflects our school values; achieve, friendship and respect. When teaching computing, we equip children with the skills required to use computers effectively to enable them to maximise their potential. To do so, we deploy teaching strategies through the Purple Mash scheme of work that promotes resilience, independence, critical thinking, communication skills and problem solving. We intend on delivering a broad curriculum which encourages a LOVE of learning for children within a progressive sequence.

INTENT The aims of the teaching	IMPLEMENTATION How the teaching is structured/sequenced and assessed	IMPACT What knowledge & skills are gained
<ul style="list-style-type: none"> to understand that there is always a choice when accessing technology, we understand that preventative methods of online/ social media misuse can be addressed through education, embedded within our school values; recognise that Computing unlocks pathways for children to be INQUISITIVE individuals creates EQUALITY for all children and our knowledge rich curriculum will aim to cultivate a COMMUNITY of computer-skilled scientists. We aim for children to become confident users of computing and responsible digital citizens who are ready to meet the challenges of their digital future. 	<ul style="list-style-type: none"> From Y1 children are designated one lesson of Computing learning a week. We use Purple Mash as a cohesive scheme of work addressing the statutory aspects of the National Curriculum. Computing is branched into three aspects: Computer Science; Information Technology; and Digital Literacy, so that our pupils are set a relevant, challenging continuum of age-related skills and knowledge Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; Solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; Use logical reasoning to explain how a simple algorithm Evaluate digital content; respect individuals and intellectual property; use technology responsibly, securely and safely. 	<ul style="list-style-type: none"> children enjoy and value the curriculum that we deliver. Stimulating environment that encourages children to discuss, reflect and appreciate the impact that Computing has on their learning, development and wellbeing, Finding the right balance with technology is key to an effective education and a healthy lifestyle. The pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. where necessary and reviewing pupil's digital skills through tools across Purple Mash. Progress of our Computing curriculum is measured through outcomes and the record of coverage through work saved in pupils' personal document folders and saved 'to do' content electronically. Homework is completed in Y2 using PurpleMash KS1 children have access to Numbots and Timestable Rocks ready for transition into Junior school