

## Computing

### Intent

We believe that computing is an essential skill required to prepare our learners for their future studies and also their future lives in an ever-changing modern world. At Cadmore End School, our intention is to provide children with a broad, deep understanding of computing and how it links to their lives. We strive to assist in them becoming responsible, competent, confident and creative users of information technology.

We take both an integrated and direct approach to online safety to ensure that the children understand the importance of using the internet responsibly in school and at home. We aim to model the acceptable use of technology, teach the children to recognise unacceptable behaviours and safeguard each other. Computing at Cadmore End School provides opportunities to enhance learning in other subjects across the curriculum by using and developing skills such as internet research and information presentation.

### Implementation

At Cadmore End School, in Key Stage 1 and 2 we teach Computing based on the Twinkl programme. In order for children to know more and remember more in each area of Computing studied, opportunities are provided for revision and retrieval of previous learning. Each lesson also includes analysis and problem-solving aspects and opportunities to build on prior knowledge by introducing new skills and challenges.

Pupils are taught using the school's bank of trolley-based laptops. There are also opportunities for non-laptop-based learning with lessons and activities which focus on online safety, computational thinking and design.

In Nursery and Reception, while computing is not taught as a discrete subject, pupils are exposed to technology through a range of resources due to the importance of this in our modern world. The children have access to the laptop daily to work on mouse control and complete simple games; using the interactive screen to complete games or mark make; access to programmable toys, stop watches, Tonie story telling box, and tablet computers for taking photos

Our Computing curriculum is implemented so that is progressive throughout both key stages, for example, by using Scratch for programming in all year groups to allow pupils to build on their prior learning. Teachers ensure that lessons are inclusive, seek out opportunities to provide challenge and make cross-curricular links where possible. Children also develop their knowledge of computer networks, internet services and the safe and purposeful use of the internet and technology.

### Impact

At Cadmore End School, the enjoyment of computing lessons is of the utmost importance. We aim to see children using digital and technological vocabulary accurately, alongside a progression in their technical skills. They will be confident using a range of hardware and software and will produce high-quality purposeful products. Pupils will be given the opportunity to provide evidence of their learning using the devices throughout each computing unit. Children will see the computing world as part of their world, extending beyond school, and understand that they have choices to make. They will be confident and respectful digital citizens going on to lead happy and healthy digital lives.