

# Computing Curriculum at Pyrford Primary School

## Intent, Implementation and Impact



Intent	Implementation	Impact
<p>At Pyrford Primary School, our aim is to equip our children with the foundational skills, knowledge and understanding of computing they will need for the rest of their lives.</p> <p>The intent of the computing provision at Pyrford is that children will receive a high quality, skills and knowledge-based computing curriculum which builds progressively through the school, and is based around practical, creative projects. The units of learning include plentiful opportunities to revisit and develop key concepts and skills to ensure that key learning is embedded.</p> <p>Knowledge and skills will be acquired across all three strands of the computing curriculum – computer science, digital literacy and information technology.</p> <p>We will ensure that by the end of KS2, all children have acquired the skills required for their progression to Secondary School, and for their future as active participants in a digital world.</p>	<p>Our aim is that teachers are able to confidently deliver high quality units of work across all strands of the computing curriculum using reliable technology and resources, evaluating progress and supporting all children in the acquisition of knowledge and skills.</p> <p>We deliver the computing curriculum in discrete computing lessons taught every week, in a variety of ways reflecting the breadth of the content covered:</p> <ul style="list-style-type: none"> <li>• Online safety - this underpins all our learning and is discretely taught in every year group at the beginning of each year, as well as being embedded within all our learning</li> <li>• with content matched to the issues children are likely to face at each key stage;</li> <li>• Coding – our children use Chromebooks for most of our coding learning using J2Code, Scratch Jr, Logo, and Scratch to progressively build their skills in developing programs including sequence, selection and repetition. Physical coding using ‘crumble’ circuit boards allows our older children to design, build and program simple robots and other projects. We make sure our coding is purposeful, with children learning to decompose problems, create, test and debug programs to achieve defined goals;</li> <li>• Technology in our lives – children learn about the technology they see and use in the world around them, including being introduced to computers, the internet and the world wide web, how they work and the services they provide; and</li> <li>• Information technology – our classes are introduced to a wide range of software with a focus on acquiring the key skills of touch typing, word processing, preparation of presentations and use of spreadsheets, as well as working with digital data, images, sound and video.</li> </ul>	<p>We seek to ensure that children enjoy attaining computing skills and knowledge, including vocabulary, at each key stage in line with national curriculum objectives.</p> <p>We measure impact through assessment of attainment of units of learning. We evaluate the projects and digital content the children create and their understanding of the processes they have used.</p>