

Computing at St. Jude's

We want all of our children to be safe, confident users of a range of different technologies and software. We want our pupils to enjoy technology and understand how it can be used in everyday life.

Intent

Within our Computing curriculum we aim to:

- Provide an exciting, relevant and progressive Computing curriculum for all pupils.
- Enthuse and equip children with the capability to use technology throughout their lives.
- Give children access to a variety of high quality hardware and software.
- Develop critical thinking and reflective learning when engaging with technology and its associated resources.
- Teach pupils to become responsible, respectful and competent users of data, information and communication technology.
- Equip pupils with skills, strategies and knowledge that will enable them to reap the benefits of the online world, whilst understanding how to be safe, responsible and appropriate.

Implementation

As a school, we use the BGFL Computing Scheme of Work from Reception to Year 6. The scheme of work supports our teachers in delivering fun and engaging lessons, which help to raise standards and allow all pupils to achieve to their full potential. We are confident that the scheme of work provides structure and progression for our pupils. In order to develop its full potential, Staff and pupils engage in development opportunities led by Bishop Challoner Catholic College. As part of our Information Technology curriculum, children will be taught to research and present information using a variety of Office software. Planning is well-structured and ensures children are building up and repeating skills so that by the end of key stage 2 they will be confident at accessing computer software.

Impact

Key Stage 1 Outcomes:

- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.
- Write and test simple programs.
- Organise, store, manipulate and retrieve data in a range of digital formats.

• Communicate safely and respectfully online, keeping personal information private, and recognise common uses of information technology beyond school.

Key Stage 2 Outcomes:

- Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Describe how Internet search engines find and store data; use search engines effectively; be discerning in evaluating digital content; respect individuals and intellectual property; use technology responsibly, securely and safely.
- Use sequence, selection and repetition in programs; work with variables and various forms of input and output; generate appropriate inputs and predicted outputs to test programs.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
- Use logical reasoning to explain how a simple algorithm works and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the worldwide web; and the opportunities they offer for communication and collaboration.









