Intent, Implementation, and Impact Statement

Computing

(Teach Computing)

Edited 1st October 2023

Intent

The intent of the Computing curriculum at Kingsland Primary school is to equip our pupils with the knowledge, skills, and understanding they need to become effective users of technology in the 21st century. We aim to provide a high-quality Computing education that enables pupils to develop a deep understanding of digital systems, programming, and computational thinking, while also promoting their creativity, resilience, and critical thinking abilities. Our Computing curriculum is designed to be inclusive and accessible to all pupils, regardless of their background, abilities, or prior experiences.

By teaching Computing, we intend to:

1. Foster a passion for technology and inspire pupils to become active creators, not just passive consumers, of digital content.
2. Enable pupils to understand how technology works, and develop their ability to use a range of software, tools, and applications confidently and safely.
3. Equip pupils with the computational thinking skills required to solve problems using technology, and nurture their ability to think logically, analytically, and creatively.
4. Develop pupils' awareness of the wider social, ethical, and environmental implications of technology, promoting responsible and ethical use of digital resources.
5. Support pupils in becoming digitally literate and competent individuals, ready to participate in an increasingly digital world.

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Implementation

To ensure the effective implementation of our Computing curriculum, we follow the Teach Computing approach, which aligns with the best practices highlighted in outstanding Ofsted reports.

Well-sequenced Curriculum

Our Computing curriculum is carefully designed to provide a structured and coherent progression of knowledge and skills, building upon prior learning. We have mapped out a clear sequence of lessons and topics, ensuring that each unit of work builds upon the previous one.

Clear Learning Outcomes

We have defined clear learning outcomes for each unit of work, derived from the National Curriculum, ensuring that our pupils make progress in each area of Computing. Learning objectives are shared with pupils at the beginning of each lesson, and success criteria are used to help pupils track their progress and understand what they need to achieve.

Engaging and Relevant Teaching Methods

Our teaching methods are varied, engaging, and aimed at promoting deep learning. We use a combination of direct teaching, collaborative group work, practical activities, and independent research projects to cater to different learning styles and promote active engagement with the subject matter.

High-Quality Resources and Tools

We provide high-quality resources, including appropriate hardware, software, and online platforms, to support our Computing curriculum. This includes access to a range of devices, such as laptops, tablets, and programmable robots, enabling pupils to explore and experiment with technology.

Practical Application of Learning

We place a strong emphasis on applying theoretical knowledge through practical activities and real-world projects. Pupils have opportunities to develop their programming skills, including block-based coding and text-based programming, through the creation of games, animations, and simulations.

Cross-Curricular Links

We actively seek opportunities to make cross-curricular links, integrating Computing into other subject areas where appropriate. By doing so, we help pupils understand the relevance of Computing in different contexts and reinforce the interconnectedness of knowledge across subjects.

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Continuous Professional Development (CPD)

To ensure the highest standard of teaching, our staff regularly participate in Continuous Professional Development (CPD) opportunities. This allows them to enhance their subject knowledge, stay up to date with the latest technological advancements, and refine their pedagogical approaches.

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Impact

Through our outstanding implementation of the Computing curriculum using the Teach Computing approach, we aim to achieve a significant impact on our pupils' learning and development.

Increased Proficiency and Confidence

Our pupils will develop a high level of proficiency and confidence in using a wide range of digital tools, software, and applications. They will acquire knowledge and skills that are transferable to future learning and employment opportunities.

Enhanced Problem-Solving Abilities

Our pupils will become adept problem solvers, capable of using computational thinking to analyze and solve problems effectively. They will be able to approach tasks systematically, break them down into logical steps, and apply algorithms to create solutions.

Creative Thinkers and Innovators

By encouraging creativity and fostering a growth mindset, our pupils will become creative thinkers and innovators. They will be able to use technology as a creative outlet, generating ideas and developing unique digital products with confidence.

Responsible Digital Citizens

Our pupils will develop a strong understanding of online safety, ethical use of technology, and digital citizenship. They will be responsible digital citizens, equipped with the knowledge and skills to navigate the digital world safely and responsibly.

Broadened Horizons

Through cross-curricular links and real-world projects, we aim to broaden our pupils' horizons and expose them to the vast possibilities offered by technology. This will encourage them to consider future careers in the field of Computing and inspire a lifelong passion for technology.

In conclusion, our outstanding Computing curriculum, implemented through the Teach Computing approach, ensures that our pupils develop the knowledge, skills, and understanding required to thrive in a digital society. Through a well-sequenced curriculum, engaging teaching methods, and practical application of learning, we create a positive impact on our pupils' proficiency, problem-solving abilities, creativity, digital citizenship, and future prospects.

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