

The importance of Computing

The use of information and communication technology is an integral part of the national curriculum and is a key skill for everyday life. At DILS, we understand that a high-quality computing education is essential for pupils to understand modern information and communication technologies (ICT), and for them to use these skills to become responsible, competent, confident and creative participants of an increasingly digital world. Computers, tablets, and a variety of devices can be used to acquire, organise, store, manipulate, interpret, communicate and present information. At DILS we aim to provide quality hardware and software for the use of everyone in school and a structured and progressive approach to the learning of the skills needed to enable them to use it effectively.

- Provide a relevant, challenging and enjoyable curriculum for all pupils, meeting the requirements of the national curriculum programmes of study for computing.
- Enhance learning throughout the curriculum using computing skills.
- To equip pupils with the confidence and attitude to continually develop their computing skill in response to future developments
- Provide staff with the means and training to optimise their use of ICT.
- To respond to new developments in technology.
- To develop everyone's understanding of how to use ICT and computing safely and responsibly.

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

Delivery – scheme of work	<p>Computing is taught following the '<i>Teach Computing</i>' scheme of work in mixed ability class groups in the classroom. This is a progressive, skills-based scheme of work. The Computing curriculum is organised to respond to the aims of the National Curriculum. Wherever possible, activities are linked to enhance the teaching and learning in other subject areas but specific computing skills are taught and developed as outlined in the Computing scheme of work.</p> <p>Children in the Early Years Foundation Stage are taught computing activities focussed on the Early Years curriculum. They have the opportunity to use a range of devices such as chrome books, bee bots etc.</p>
Time allocation	KS1 – 50 minutes to 1 hour weekly; KS2 – 1 hour weekly

Subject evidence	Progress through skills observed and moderating Computing floor books.
Assessment	Teachers observe use of technology and assess against success criteria. Google classroom quizzes. Progress recorded termly using HfL assessment tools.
Reporting	Teacher reports progress in a written report twice a year.
Tracking and monitoring	Subject leader completes lesson drop-ins, planning checks and collects pupil voice termly to ensure high quality progressive teaching and learning is consistent across the school
Vocabulary	Key vocabulary is identified for each unit of work in our Computing vocab spine. It is explicitly taught within lessons and assessed at the end of each half term. Pupils also use the floor book to support retrieval.

Home Learning

Children are encouraged to access online learning tools and activities promoted in school such as, Spelling shed, TTRockStars, Google Classroom etc to reinforce learning at home.

Pupils are encouraged to apply and develop their ICT capability through the use of ICT tools to support their learning in all subjects.

Other Relevant Issues

Tablets are used in practical, local contexts e.g. to take pictures of the local area, or to use Google Maps software.

E-safety is covered by all class teachers throughout the Scheme of Work

Children are encouraged to use technology creatively e.g. using photography