

How is ICT/Computing
taught at Paddox Primary
School?



ICT/ Computing Intent

At Paddox Primary School, we aim to provide the pupils with a high-quality computing education which equips our learners with the skills and knowledge to thrive in an everchanging digital world. Knowledge and understanding of ICT is of increasing importance for children's future both at home and for employment. Our curriculum focuses on computer science, information technology and digital literacy, including E-Safety, to ensure every child enjoys and succeeds in Computing. All children are encouraged to believe in their ability to master Computing and are empowered to succeed through curiosity, tinkering and perseverance. Pupils are given the time and opportunity to fully understand, explore and apply ideas in different ways and through cross-curricular links.



ICT/Computing Implementation

In our Computing lessons, at Paddox Primary School we follow the iCompute scheme which allows all our pupils to access the learning.

To begin our learning, the children access the 'boomerang' which is where the learners recall previous learning from other sessions. During this section of the lesson, the children are given the opportunity to showcase their knowledge by answering questions from past topics.

The children then proceed to the 'acquisition' portion of the lesson where the children first discuss their learning and then have the opportunity to complete a task linked to their learning goal. In each lesson there is an enrichment/extension task that the children can access after which stretches the children further with their knowledge and understanding.

To conclude the sessions there are reflections which can allow the children to share and analyse each others work in a positive, encouraging environment.



Computing Implementation

Key Stage 1

Year	Unit Title	Unit Summary	National Curriculum Focus
1	iAlgorithm	 Unplugged activities to support understanding of algorithms	 
1	iProgram	Programming physical and virtual toys	  
1	iWrite	Creating, manipulating and storing digital text	  
1	iData	Introduction to data representation	  
1	iSafe (free)	Personal information and being safe online	 
1	iModel	Introduction to modelling	  
2	iProgram	Creating simple animations	 
2	iPub	Creating interactive eBooks	  
2	iBlog	Writing and responding using Blogs	  
2	iSearch	Using the web to find things out	  
2	iAnimate	Introduction to animation	  
2	iDo Mail	Introduction to Email	  
2	iSafe (free)	eSafety	 



Computing Implementation

Lower Key Stage 2

ICT & Computing is taught explicitly as the primary aspect within the iRobot topic (Year 4).

3	iProgram Unit 1	Games and animation development	 
3	iProgram Unit 2	Robotics with LEGO™ WeDo (Optional)	 
3	iSimulate	Exploring computer simulations	 
3	iSafe (free)	Staying safe online	 
3	iData	Introducing databases	
3	iConnect	Internet & World Wide Web incl. Searching	  
3	iNetwork	Introducing Computer Networks	
3	iPodcast	Audio Editing with Podcasts	 
4	iProgram Unit 1	Making shapes and navigating mazes	 
4	iProgram Unit 2	Robotics with LEGO™ WeDo (Optional)	 
4	iProgram Unit 3	Programming puzzles with LightBot	
4	iMail	Communicating and collaborating via email	 
4	iSafe (free)	Being safe, responsible digital citizens	 
4	iData	Introduction to data representation	
4	iAnimate	Introduction to animation	 
4	iProgram Unit 4	Programming with Scratch	
4	iAlgorithm	 Unplugged activities developing computational thinking	



Computing Implementation

Upper Key Stage 2

5	iProgram (Unit 1)	Designing and developing computer games	 
5	iDraw	Graphical Drawing	
5	iWeb	Remixing and creating web content using HTML	  
5	iProgram (Unit 2)	Designing and developing multi-level X-Box games	 
5	iCrypto	Data & Cryptography	 
5	iSafe	Becoming safe and responsible digital citizens	 
5	iModel	3D Graphical Modelling	
6	iProgram Unit 1	Designing and developing computer programs	 
6	iProgram Unit 2	Designing and developing 3D animations	 
6	iNetwork	Networks, data and creating web content	
6	iApp Unit 1	Designing and developing apps	  
6	iApp Unit 2	Designing and developing mobile apps	  
6	iSafe (free)	Staying safe in a digital world	 
6	iData	Introducing Spreadsheets	



Computing Implementation

The aims of the National Curriculum state that children need to become digitally literate.

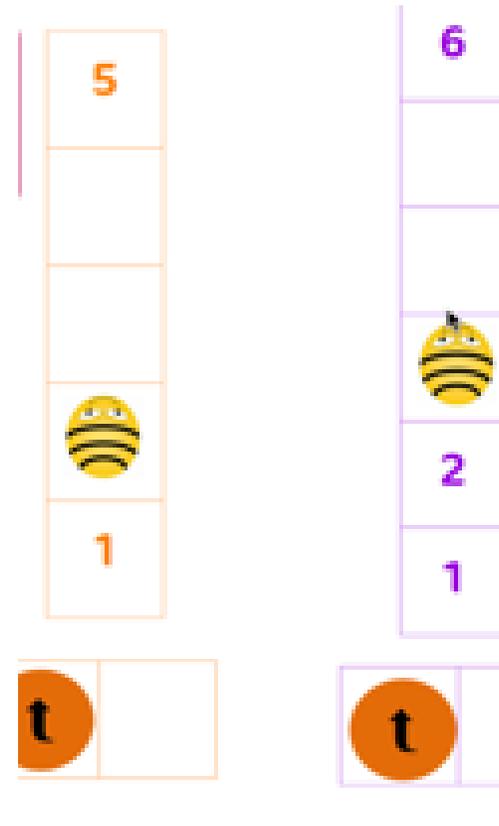
The implementation of I-compute equips pupils with the knowledge, skills and understanding they will need throughout their lives. This is met through the schemes of learning within I-compute to ensure the three strands are met; Digital Literacy (DL), Information Technology (IT) and Computer Science (CS).

ICT & Computing is taught discretely once per week for children from Reception to Year 6.



Computing Implementation

```
when clicked
  set Level to 1
  set Score to 0
  forever
    glide 1 secs to x: 184 y: 93
    repeat until touching edge
      point in direction 90
      go to x: 184 y: 93
      ask What angle, from my beak, sh
      turn answer degrees
      play sound bird_flying
      repeat until touching edge
        move 3 steps
        if touching P
          change Score by 1
          play sound bird
          broadcast livChange
      play sound thud
```



ICT Implementation

All about Sammy



This is Steven Gerrard.



	A	B	C	D	E
1	Resort Name	Country	Average Temperature	Price £	Weather
2	Cairo	Egypt	30	665	hot
3	Sharm el Sheik	Egypt	35	400	hot
4	Nile Cruise	Egypt	30	400	hot
5	Paris	France	23	450	warm
6	Euro Disney	France	25	750	warm
7	Brittany	France	28	350	warm
8	Kalithea	Greece	33	309	hot
9	Assos	Greece	32	499	hot
10	Ipsos	Greece	32	200	hot
11	Cadiz	Spain	24	350	warm
12	Barcelona	Spain	25	250	warm
13	La Coruna	Spain	24	260	warm
14	Tunisia	Africa	36	525	hot
15	Alanya	Turkey	40	259	hot
16	Belek	Turkey	34	449	hot
17	Dalaman	Turkey	36	299	hot
18	Claviere	Italy	0	350	cold
19	Colorado	USA	4	489	cold
20	Kootenav	Canada	2	600	cold



I love going to the park!



My favourite food is pizza because it is delicious, tasty and scrumptious!



Computing & ICT Impact

Our learners at Paddox will benefit from a mastery curriculum where they will improve their knowledge, skills and understanding.

We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well being. We complete this through verbal pit stops and boomerang sessions at the beginning of each lesson.

Finding the right balance with technology is key to an effective education and a healthy lifestyle. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond.

We encourage regular discussions between staff and pupils to best embed and understand this. The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum.

Using the foundation stage trackers teachers assess the children's attainment based on: WT, EXS and GDS. This, in turn, will inform teachers for future planning to ensure they learn more and remember more.

