

How is Computing taught at Paddox Primary School?



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.



Computing Implementation

In our Computing lessons, at Paddox Primary School we have utilised resources from the Purple Mash scheme alongside the Teach Computing Curriculum.

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 Long Term Plan

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Aut 1	1.1 Online safety (4) 1.2 Grouping & Sorting (2)	2.2 Online safety (3) 2.5 Effective searching (3)	3.2 Online safety (3) 3.4 Touch Typing (4)	TCC – The Internet (6)	TCC - Sharing information (6)	TCC – Sharing information (6)
Aut 2	1.4 Lego Builders (3) 1.3 Pictograms (3)	2.1 Coding (6)	3.5 Email (6)	TCC – Audio Editing (6)	TCC – Vector drawing (6)	TCC – 3D Modelling (6)
Spr 1	1.5 Maze Explorers (4)	2.3 Spreadsheets (4)	TCC – Desktop Publishing (6)	TCC – Photo Editing (6)	TCC – Video editing (6)	TCC – Web Page Creation (6)
Spr 2	1.6 Animated Stories (5)	2.4 Questioning (4)	TCC – Animation (6)	TCC – Data Logging (6)	TCC – Data & information (6)	TCC - Spreadsheets
Sum 1	1.7 Coding (6)	2.6 Creating pictures (5)	TCC – Branching databases (6)	TCC – Repetition in shapes (6)	*TCC – Physical Computing (6)	*TCC – Variables in games
Sum 2	1.8 Spreadsheets (3) 1.9 Tech outside school (2)	2.7 Making Music (3) 2.8 Presenting ideas (4)	TCC – Programming A (6)	TCC – Repetition in games (6)	*TCC – Selection in quizzes (6)	*TCC - Sensing

TCC denotes units taught from the Teach Computing Curriculum.



Computing Implementation

Our Computing curriculum outlines three key areas:

- Digital Literacy (DL)
- Information Technology (IT)
- Computer Science (CS)

Through the Long Term Plan (LTP) we have ensured that every year group receives the required coverage in the form of a spiral curriculum therefore skills are developed each year.

Computing lessons are taught discreetly one per week using a range of hardware that is available to pupils (ICT suite with desktop computers, full class set of chromebooks to use in the classroom and iPads). There are 'unplugged' lessons which can be taught without hardware too.

Units in Year 5 and 6 also explore physical computing. We have staff who have attended training on how to use Micro:bit physical computing equipment which is delivered through our local Teach Computing Hub. This enables us to hire the necessary equipment from them and deliver these units within school (These are taught in the Summer Term for Year 5 and 6).



Computing 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. From there, all pupils will encounter the **acquisition** part of the lesson where new learning is acquired. Finally, pupils will utilise the **reflection** section of the lesson recap on the new content taught.

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.

Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes.

