



Computing – Intent, Implementation, Impact

		ASPIRE	
Intent	<p>Children at Tweeddale Primary School are always enthusiastic to use technology in their learning. We aim to prepare them for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever-changing digital world. We want our pupils to be creators not consumers and our broad curriculum encompassing computer science, information technology and digital literacy reflects this. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology (especially social media) to model positive use. We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. Building our knowledge in this subject will allow pupils to effectively demonstrate their learning through a creative and ambitious use of technology. At Tweeddale Primary School, we recognise the importance of teaching online safety to ensure that remain safe and respectful online, show self-control in their online actions, as well as understanding, technology. These skills are revisited repeatedly to ensure that the learning is embedded and that the skills are developed.</p> <p>We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists.</p> <p>We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope that by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.</p>		
Implementation	What	KS1	KS2
		<ul style="list-style-type: none"> • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • Create and debug simple programs • Use logical reasoning to predict the behaviour of simple programs • Use technology purposefully to create, organise, store, manipulate and retrieve digital content • Recognise common uses of information technology beyond school • Use technology safely and respectfully, keeping personal information private; identify where to go for help and 	<ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output • Use logical reasoning to explain how some simple algorithms work 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 world wide web; and the opportunities they offer for communication and collaboration



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		<p>support when they have concerns about content or contact on the internet or other online technologies.</p>		<ul style="list-style-type: none"> • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 				
	How	<p>The opportunity to use technology is offered across the curriculum where children can use both the Chromebook in class or PCs in our dedicated computer suite. We celebrate our learning by using a variety of online/offline formats. Quality teaching of computing on a weekly basis via the Rising Stars Switched on Computing curriculum. E-safety is taught via independent E-safety lessons once a term and reinforced in every lesson to remind children how to stay safe online. As a school we also celebrate the National Safer Internet day in February through lessons and assemblies. Children learn appropriate computing vocabulary. E-safety information is given to all members of our school family. The concepts of computer science are taught both in dedicated computing lessons and across all curriculum subjects. Children learn how to use a range of both hardware and software and become confident in doing this. Cross- curricular connections are emphasised particularly the links to maths/science. Children are taught how technology is used in the wider world and where relevant cross-curricular links are made. Children learn about significant figures both from the past and present who have been involved in the development of computing.</p>						
	Key Knowledge/Skills	<p>Good understanding of the key E-Safety rules.</p>	<p>Know how to log into/log off from devices using user names/passwords and the importance of keeping</p>	<p>Know how to open/close software and save work on various formats including Microsoft software and</p>	<p>Be able to use a keyboard efficiently and know that the layout of the keyboard can vary across devices.</p>	<p>Know who and how to report e-safety concerns to both inside and outside of school.</p>	<p>Know computing vocabulary and related meanings</p>	<p>Know which software is suitable for a task</p>



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			passwords private	Google applications.				
Assessment	Formative assessment using variety of tasks			End of unit tasks and/or evidence of work showing outcome of a termly topic		Pupil conferencing		
Impact	Quality of Education			Behaviour and Attitudes		Personal Development		
	Children have acquired a sound knowledge of, and appropriate skills related to, the three strands of the computing national curriculum: information technology, digital literacy (incl. eSafety) and computer science.			Children approach the subject positively and are able to identify the benefits of using digital technology to create content and solve problems. They know and follow e-safety rules to keep themselves and others safe.		Pupils are able to express themselves and develop their ideas by using digital technology. They show an increasing understanding of their role as active participants in a digital world.		