



# The Orchards Primary Academy

*Where learning has no limits and personal growth is endless...*

## Our Approach to Computing

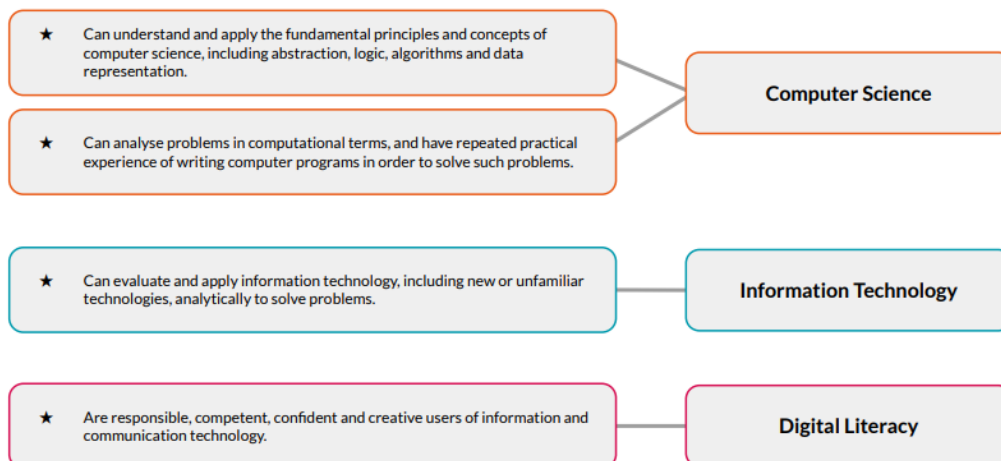
### Intent

Our computing scheme aims to instil a sense of enjoyment around using technology to develop appreciation of its capabilities and the opportunities technology offers to create, manage, organise, and collaborate. 'Tinkering' with software and programs forms a part of our ethos as we want to develop pupil confidence when encountering new technology, which is a vital skill in the ever evolving and changing landscape of technology. Through our computing curriculum, we intend for pupils not only to be digitally competent and have a range of transferable skills at a suitable place for the workplace, but also to be responsible online citizens.

The scheme of work enables pupils to meet the end of Key Stage Attainment Targets as outlined in The National Curriculum.

### Implementation

Our computing curriculum is designed with three strands which run throughout:



Our National Curriculum mapping document shows which of our units cover each of the National Curriculum attainment targets as well as each of these three strands.



Our progression of skills document shows the skills that are taught within each year group and how these skills develop year on year to ensure attainment targets are securely met by the end of each key stage.

Our computing scheme is organised into five key areas, creating a cyclical route through which pupils can develop their computing knowledge and skills by revisiting and building on previous learning.

- Computer systems and networks
- Programming
- Creating media
- Data handling
- Online safety

Lessons incorporate a range of teaching strategies from independent tasks, paired and group work as well as unplugged and digital activities. This variety means that lessons are engaging and appeal to those with a variety of learning styles. Appropriate challenge and support is in place to ensure that lessons can be accessed by all pupils and opportunities to stretch learning are available. Knowledge organisers for each unit support pupils in building a foundation of factual knowledge by encouraging recall of key facts and vocabulary: these can be found in our class floor books.

The impact of our computing curriculum can be constantly monitored through formative and summative assessment opportunities. Teachers assess pupils against the Learning Objectives of each lesson and conduct end of unit quizzes. There are also showcasing opportunities embedded throughout.

After following our computing curriculum, pupils leave The Orchards equipped with a range of skills to enable them to succeed in their secondary education and be active participants in the ever-increasing digital world.

### Impact

Our expected impact is that children will:

- Be critical thinkers and able to understand how to make informed and appropriate digital choices in the future.
- Understand the importance that computing will have going forward in both their educational and working life and in their social and personal futures.
- Understand how to balance time spent on technology and time spent away from it in a healthy and appropriate manner.
- Understand that technology helps to showcase their ideas and creativity. They will know that different types of hardware and software can help them to achieve a broad variety of artistic and practical aims.
- Show a clear progression of technical skills across all areas of the National Curriculum- Computer Science, Information Technology and Digital Literacy.
- Be able to use technology both individually and as part of a collaborative team.



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- Be aware of online safety issues and protocols and be able to deal with any problems in an appropriate and responsible manner.
- Have an awareness of developments in technology and have an idea of how current technologies work and relate to one another.
- Meet the end of key stage expectations outlined in the National Curriculum for Computing.