



CURRICULUM STATEMENT

Computing

Core: Knowledge and understanding of Computing is developed specifically through the embedding of key skills and learning opportunities across the curriculum, and through the appropriate and challenging applications of ICT skills through specifically taught sessions.

Key Computing Questions:

- How can I use technology to improve...?
- Could I use my computing skills to do make 'X' better?
- How is technology used in the world around me?
- How does it work? How could I make it work better?

Essential Key Skills:

- Keyboard / Mouse control.
- eSafety knowledge.
- Basic use of equipment and storage / retrieval of work.
- The ability to choose and use appropriate software for a task.
- The ability to choose when a computer is not the most efficient way.
- To know that a computer is not clever, and that it responds to a series of commands and questions set by and controlled by the user.

Using and Applying English and Maths Within Computing:

- Use of software to present information in a variety of ways.
- Use of e-software to create learning that can be shared with increasingly wider audiences.
- Use of software to enhance learning and key skills (eg ipads / number software).
- Key links between Computing aspects and instructional / logical reasoning in English, Maths and Science.

Temple Specific: *Mostly focused on introduction of VLE this year*

T - Development of parental and community links through the VLE.

Targeting vulnerable and Pupil premium children through inclusion in Computing-based learning outside of the home.

Safeguarding aspects of the eSafety curriculum.

E – AfL within publishing of pupil's learning and sharing with people outside of the school.

Moderation – Encouraging older children to self-assess and to critique each other's learning and learn how to support each other.

M – Open Futures **Film It** (obviously) / **Ask it** through online forums and blogging.

Use of ICT / VLE to publish work for wider audiences.

Sharing Celebrations of Learning online.

Sharing information about curriculum / school events at home via school website.

P – Fix It / Growth mind sets developed through editable nature of online work.

Progress in a lesson – use ipad to publish directly to VLE.

G & T / Aspirations – higher futures via web design work and advanced computing.

Peer learning – online critique encouraged in groups.

L- Homework online

eco – Sharing success through photos / events

Family learning – publishing of 'how to' guides (eg column addition) so that they are accessible at home.

E – Roles and responsibilities – staff and pupils given ownership of VLE (eg Maths Zone / PET pages)