

Curriculum

We deliver a computing curriculum which focuses on four main strands: Digital Literacy (E-safety), Computer Science, Media and Data Handling.

Our scheme of work for Computing is adapted from the Teach Computing curriculum and covers all aspects of the National Curriculum as well as the needs of our children.

It provides an innovative progression framework, created by subject experts and based on the latest pedagogical research.

The units for key stages 1 and 2 are based on a spiral curriculum. This means that each of the themes is revisited regularly (at least once in each year group), and pupils revisit each theme through a new unit that consolidates and builds on prior learning within that theme.

To help with our implementation of the curriculum, we have a full equipped computing suite, iPads for each year group and access to microbits and beebots.



Aims and Intent

At Crossflatts Primary, we recognise that computers are essential to our children's lives both at home and here at school with us. Being able to think and work with computers will play an integral role in the children's development as they grow through our school and head into later education, and eventually, the workplace. Crossflatts Primary School seeks to equip the children, staff, governors and parents with the skills and knowledge they need to learn and use technologies safely and responsibly in the ever-changing digital world.

We aim to give each pupil the opportunity to apply and develop their computational thinking across a wide range of situations and tasks.

Our overall vision is to provide our pupils with a broad, balanced, and progressive computing curriculum that will enable them to become confident and competent users of technology in an ever-growing digital world.

1. Computer Science

This strand covers the principles of information and computation, how digital systems work and how they are applied to the real world through many means including coding and programming.

Throughout school children use computational thinking skills such as debugging, abstraction, logic, decomposition and evaluation. Children also get repeated opportunities to create their own programs. This is done using open ended programs (such as Scratch Junior, Scratch, Tickle and Micro:Bit Blocks).



Computing

2. Data Handling

This strand covers the idea of being able to use our computers to help gather, share, analyse and interpret data that we come across in the world that surrounds us. This develops progressively from sorting and pictograms in KS1, to branching databases, data logging, flat-file databases and spreadsheets in KS2. Helping children understand how data is used to represent and make sense of the world around them.



Digital Citizens

By the end of their journey with us our children will be:

- Enthusiastic and confident learners towards Computing.
- Competent and able 'computational thinkers'
- Problem solvers and able to 'debug' and resolve any computing issues.
- Digitally literate pupils who know how to act safe and responsibly in the online world.

3. Media

This strand aims to share with children an ability to use our computers in different ways including how to create, edit and communicate information using digital content such as images, audio, animation, video, graphics and web pages. The children will be made aware of the variety of uses that technology has.

Pupils build these creative skills each year, moving from digital painting, photography and simple animations in KS1 to video production, vector graphics, web design in KS2, developing both technical skills and an understanding of audience and purpose.



Digital Literacy

This strand covers the ability to safely, responsibly and critically navigate, evaluate and create information using a range of digital technologies.

We endeavour for all our children to leave our school 'Digitally literate' in order to enable their progression into this 'digital world' smoothly and with ease.

We cover our digital literacy through the use of Project Evolve. This is based on "Education for a Connected World" and covers knowledge, skills, behaviours and attitudes across eight strands of our online lives.