COMPUTING AT CEDAR PARK SCHOOL AND NURSERY

INTRODUCTION

At Cedar Park School, we acknowledge that computational confidence and digital skills will be essential within the chosen career paths of future generations. Therefore, it is our school's aim to equip children with the relevant skills and knowledge that will enable them to access our ever changing and growing digital world.

INTENT

Our desire is to empower students with the skills needed to create the world of tomorrow. By the end of Year 6, our pupils should feel **confident** in using a range of up-to-date technology and be **knowledgeable** in how this can be used to enhance their learning and the curriculum. They should be able to **recognise** how to keep themselves safe online, and they should **understand** the importance of demonstrating the positive behaviours of a digital citizen.

TO IMPROVE, OUR PRIORITIES ARE

- Purchasing additional laptop caddies to allow for secure storage and ease of charging.
- Purchasing tablets to support learning across the school (x15 aspirational).

STRENGTHS

- The Teach Computing scheme is in place throughout all year groups.
- Computing has been moved into the classroom due to the purchasing of laptops and tablets.
- Beyond the classroom, children are responding to project homework using technology.

IMPLEMENTATION

At Cedar Park, we provide children with the ability to improve their knowledge, skills and understanding, by following the NCCE scheme of work. This scheme goes from KS1 up to KS3. This is built as a spiral curriculum to ensure skills are consolidated and developed.

National Centre for Computing Education

Although the NCCE scheme provides an outstanding foundation for any curriculum, every school is unique and, as a result, the computing curriculum at Cedar Park has been tailored to our setting and children.

Computing strands covered:

- Algorithms
- Computer Networks
- Computer Systems
- Creating Media
- Data and Information
- Design and Development
- Effective Use of Tools
- Impact of Technology
- Programming
- Safety and Security.

E-SAFETY

A crucial part of the computing curriculum is that it is underpinned by E-Safety lessons. Each class has a focused lesson every half-term, however, this is further supported through PSHE lessons.

Please see the E-Safety subject on a page for further details.

CHILDREN WITH BARRIERS TO LEARNING

- Model the correct use of vocabulary.
- Show examples of common errors or misconceptions.
- Ensure instructions are clear and signposted.
- Chunk key information and create clear, easy-to-follow checklists. This can help your learner focus on one section at a time and have a clear set of goals.
- Consider your classroom display and how you can promote the definitions
- Provide learners with a glossary of key terms which they can refer to during the lesson.

COMPUTING IN EYFS

The Technology strand within Understanding the World has been removed from EYFS. However, we provide children with the opportunities within each area of the framework to prepare for studying the computing curriculum: using technology to solve problems and produce creative outcomes.

Children in the foundation stage could develop fine motor, co-ordination and language skills through opportunities to 'paint' on the whiteboard or programme a toy. Recording devices are also an effective tool for children to develop their communication skills.

SUBJECT ASSESSMENT

Computing follows the Cedar Park 5-Step Assessment Model. This allows for teachers to understand what children know prior to the unit of learning, be able to adapt the unit of learning based on outcomes of children and to ensure that children can consolidate their learning effectively.

The 5-Step Assessment Model can be found within the 'Our Learning' section on the website.

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