



# DOG KENNEL HILL PRIMARY SCHOOL

## Computing

### Intent, Implementation and Impact Statement

#### Intent

Technology is continually evolving and plays a pivotal role in pupils' lives. At Dog Kennel Hill Primary School, our aim is to educate our pupils on how to use technology positively, responsibly and safely, whilst ensuring their access to a digitally changing world. We want our pupils to be creators not consumers, and our broad curriculum encompassing computer science, information technology, digital literacy and online safety, reflects this. Our knowledge rich curriculum incorporates opportunities for pupils to apply their knowledge creatively, allowing them to become skillful computer scientists, with strands revisited so that learning is embedded and facilitates clear progression. Computing across the curriculum is encouraged in order for learning to be creative and meaningful. We want our pupils to competently utilise a range of computing skills in order solve technological challenges whilst deepening their knowledge and understanding of computer science. Through the delivery of our Computing curriculum, we intend for pupils to acquire and then secure transferable skills that are progressively embedded from early years to KS2 and beyond.

#### Implementation

At Dog Kennel Hill Primary School, we follow the 'Teach Computing' scheme of work which ensures National Curriculum coverage. Computing is planned, taught and assessed using the online scheme of work, resources and assessment tools. Teach Computing provides an innovative progression framework where computing content (concepts, knowledge, skills, and objectives) are organised into interconnected networks called learning graphs. Teachers use these learning graphs to inform lesson planning and to identify opportunities to assess pupil understanding at key points in a lesson or unit. These creative and exciting lessons are carefully timetabled so that all pupils are provided with weekly opportunities to develop their skills in the ICT suite. Medium term plans are adapted to facilitate cross curricular links to further embed and enrich learning experiences.

Our children begin their journey with technology in Early Years, with access to iPads and BeeBots, as well as some time spent in the ICT suite to familiarise them with a desktop setup. Teachers facilitate children's curiosity with challenges and modelling of how to use the equipment carefully and safely. In KS1 children continue their journey with the BeeBots, using them more precisely. They learn how to program a BeeBot to reach a destination and to debug when something doesn't work out the way that was planned. Coding then progresses from BeeBots onto a computer-based programs where children learn how to program a variety of sprites. In the ICT suite they improve their mouse control and learn how to log on and off a computer using their own username and password. Additionally, they learn how to keep themselves safe online. In KS2, children continue to develop their coding skills so that sprites not only move, but also interact with each other. As the children progress, coding becomes more complex enabling the creation of basic games with code. Digital literacy skills are combined with English, Science, History and Geography and work is word processed and presentations created using PowerPoint. Children learn how to use the hardware we have in school including webcams, where they are taught how to take and manipulate pictures, showing them that what they view in the media isn't always accurate. Internet safety features heavily throughout KS2 and children learn the difference between being a bystander and an up stander, and the importance of reporting something they experience happening to themselves or another person, as in accordance with our Anti Bullying Policy and our Online Safety Policy. Upper KS2 understand the importance of media balance and appreciate that as they get older, they are more responsible for their online presence and the frequency with which they access a variety of forms of media.



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#### Impact

Our computing curriculum ensures that children leave Dog Kennel Hill Primary School with the skill set required to competently and safely navigate the digital world. They understand how technology works and how to use it to enhance their lives. They are able to express themselves creatively through the use of digital media and have a strong foundation of skills and knowledge on which to build upon throughout their future.