Wooler First School Computing

Intent

At Wooler First School, it is our aim to instil a love of computing and technology in all our children, while also fulfilling the requirements of the National Curriculum. Technology is everywhere and will play a pivotal part in students' lives. Therefore, we intend to model and educate our children on how to use technology safely, responsibly and positively.

At our school we aim to deliver a broad curriculum encompassing information technology, computer science and digital literacy to enable children to be creators. Computing education should be fully inclusive to every child and we also understand the accessibility opportunities technology can provide for all our children. Our computing curriculum offers opportunities for children to apply their knowledge creatively and supports them in becoming skilful computer scientists.

Implementation

We use Purple Mash as a scheme for the teaching of computing across our school. We implement a curriculum that is progressive from the Early Years through to the end of year 4. Computing is taught each term using the Purple Mash scheme which is based upon the 2014 Primary National Curriculum in England.

We develop subject knowledge and key skills, while differentiating the work for all abilities. We endeavour to focus on two main elements when timetabling computer sessions, including both an explicit computer science lesson or a tinkering session. A tinkering session enables the introduction of a new app or tool and gives the children an opportunity to experiment and familiarise themselves with the different elements before applying it across the curriculum. At Wooler First School we recognise computing should be embedded across the curriculum as it provides endless opportunities for cross-curricular learning. As a result, we aim to target some of the computing objectives in our teaching of wider subjects. This allows our children to be more creative in demonstrating their learning.

Impact

At Wooler First School we encourage our children to enjoy and value computing whilst also gaining an understanding of the relevance of their computing skills for later life. We want our children to be curious learners, to reflect and discuss the impact computing has on their learning, development and well-being.

The way our children showcase, share, celebrate and publish their work demonstrates the impact of our curriculum. Evidence of learning shows a range of topics and concepts covered, differentiated for all of our children. We also aim to share the children's learning digitally through tools like Tapestry and Seesaw. Impact is measured through informally assessing the children's understanding before and after each topic is taught; marking of work; discussions with pupils throughout each unit. We use 'computing passports' to enable the children to reflect upon their own learning. Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes. SLT are kept informed through moderation, subject reports and annual subject action plans.