



PJS Computing Curriculum

Intent:

At Perryfields Junior School, we intend that children should master Computing, in conjunction with the aims of the National Curriculum, to the extent that they can go on to make use of Computing effectively in their everyday lives, without being completely reliant on technology.

- Children will be taught to use technology responsibly and carefully, being mindful of how their behaviour, words and actions can affect others.
- Children will be taught Computing in a way that ensures a progression of skills and follows a sequence to build on previous learning whilst revisiting and deepening these skills through a spiral curriculum.
- Children will gain experience and skills of a wide range of technology in a way that will enhance their learning opportunities, enabling them to use technology across a range of subjects, to be creative and solve problems, ensuring they make progress.
- Enhance pupil's cultural capital through making links to everyday life where possible to enable children to understand the importance of Computing in an ever-evolving digital world.
- Children will achieve more through successful differentiation within every lesson to enable them to be supported and challenged.

Implementation:

We follow a broad and balanced Computing curriculum that builds on previous learning and provides both support and challenge for learners. We use a Computing scheme that ensures a progression of skills and covers all aspects of the Computing curriculum.

Teachers create a positive and engaging attitude to Computing lessons within their classroom and reinforce the expectation that all children are capable of achieving to a high standard within every lesson.

Our whole-school approach to the teaching and learning of Computing are as follows:

- Units of learning are blocked, well sequenced and build on children's previous learning. These units cover 5 key areas which include: computing systems and networks, programming, creating media, data handling and online safety.
- Computing is explicitly taught throughout the year for 1 hour per week with opportunities to enhance their computing skills within a range of other curriculum subjects.

- Computing lessons follow a 6-part lesson structure which enables pupils to develop and deepen their knowledge and understanding.
- Planning involves teachers creating engaging lessons, involving high-quality resources to aid understanding of key skills.
- Teachers use precise questioning and high-quality AFL in class to develop and deepen children's understanding and assess children to identify those children with gaps in their learning to ensure these gaps are closed.
- Children are given the opportunity reflect on and develop their prior knowledge through the continuous revisiting of knowledge and skills through the use of 'Do Nows' and Knowledge Organisers. This ensures that the knowledge that children have gained remains in their semantic memory and can be recalled when required.

Impact:

Our curriculum encourages children to enjoy and value Computing and know why they are doing things, not just how.

- Children will understand and appreciate the value of Computing in the context of their personal wellbeing and the impact Computing has in technological, creative and cultural industries and many career opportunities.
- Children will retain, recall and reflect on knowledge that is pertinent to Computing with a real-life context.
- The Computing curriculum will contribute to children's personal development in creativity, independence, judgement and self-reflection. This would be seen in them being able to talk confidently about their work and sharing their work with others.
- Progress will be shown through outcomes and through the record of the process leading to them.
- Children feel confident in their learning and feel prepared to begin their next step on their educational journey.