

# Holden Lane Primary School Computing Overview



## Subject Leadership

Miss Yoxall is the Computing lead. Computing is taught as stand alone sessions and technology is used throughout the Curriculum.

#### **EYFS**

In Early Years, pupils are given a broad, play-based experience of ICT in a range of contexts, including outdoor play. Pupils gain confidence, control and language skills through opportunities to 'paint' on the whiteboard. Recording devices also support the development of communication skills and BeeBots are used to introduce programming.

#### Assessment

All pupils in Key Stage I and 2 will complete 'I Can' statements so that they are able to self assess their own knowledge of each unit. Pupils will also complete a summative assessment at the end of each unit. These assessments will be used to address gaps or misconceptions before moving on to the next unit or year group...

## Pupil Voice

Computing ambassadors are encouraged to voice their opinions about their learning during pupil interviews and student council meetings.

# Key Stage One

In Key Stage One, pupils will learn what algorithms are and how they are implemented as programs on digital devices. They will create and debug simple programs and use logical reasoning to predict their behaviour. They will know how to use technology safely and respectfully and who to go to for support. They will be able to create and retrieve information.

## Progression

Progression is developed by following the Teach Computing scheme of work. The units from each year group build on the knowledge from the previous year group. Teachers can use the summative assessments to monitor the progression of all pupils throughout the units.

#### Parent Voice

Parents are kept informed about topics in Computing such as Safer Internet Day. They are encouraged to keep this dialogue open with pupils at home.

## Key Stage Two

In Key Stage Two, pupils will design and write programs that accomplish specific goals. They will use sequence, selection and repetition in programs and work with various forms of input and output. They will be able to recognise acceptable/unacceptable behaviour when using technology and how to raise concerns. Pupils will understand computer networks including the internet.

#### Enrichment

Pupils benefit from new resources bought for the school. They have a wide range of high quality technology such as iPads, laptops and Chrome books. The school have invested in a Crumbles physical computing kit which will allow the pupils to use their Coding knowledge to instruct a physical object to complete the commands.

#### Link Governor

Danny Poole is the governor responsible for overseeing the teaching and learning of Computing