The Crescent Primary School Curriculum

Subject: Computing 2021-2022

Intent: What are we trying to achieve with our (subject) curriculum?
At The Crescent Primary School we strongly believe that it is important to prepare our learners for an ever changing digital world. Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety. These strands offer and broad and balanced curriculum and are used throughout the school. They are taught through different topics using different applications and technologies. At The Crescent Primary School, we aim to give equal access and entitlement to the computing curriculum for all children. We teach computing to all children, whatever their ability. We provide learning opportunities that are matched to the needs of children. Pupils have the opportunity to work independently and as a team to build resilience and self-esteem through different tasks. In particular, the idea of working in teams is vital in coding and debugging tasks. We want children to become autonomous, independent users of computing technology and feel confident in using it across the entire curriculum. We aim to ensure that all children have access to different technologies at the school that will enhance their learning experience.
Implementation: How do we deliver our (subject) curriculum?
Computing is taught both as a discrete subject and in a cross-curricular way when the opportunity presents itself. All classes in the school follow a government initiative called The National Centre for Computing Education (NCCE). Within the Teach Computing Curriculum, every year group learns through units within the same four themes, which combine the ten strands of the NCCE taxonomy. This approach allows us to use the spiral curriculum approach to progress skills and concepts from one year group to the next. The four themes of the NCCE curriculum are as follows: • Computing systems and networks • Data and information • Creating media • Programming (A and B). Knowledge organisers are used for each unit and include the key concepts and key vocabulary for each topic. Specific Computing vocabulary for each year group is outlined and regularly modelled by teachers within their lessons. The NCCE curriculum is enriched through the use of our high-quality resources, programs and software.

Different technologies allow pupils to access learning opportunities and enhance their learning experience, whatever their ability.

Here are some examples of the IT equipment we use:
BeeBots
iPads
Android tablets
Laptops
Micro:bit
Crumble Kits
Lego WeDo

We have a weekly coding club available for pupils in year five and six. The club enable pupils to enhance their knowledge in Computing. It is an opportunity for pupils to explore and have more time to be creative. Examples of physical computing used in Coding Club are Micro:bit kits and Lego Wedo kits. We have also used different programming platforms such as Scratch, Tynker and MSLogo.

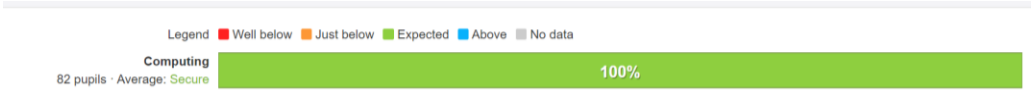
Impact: What difference is our (subject) curriculum making to pupils?

Within Computing we encourage a creative and challenging environment. We want pupils to express themselves in technology and feel that the work is challenging.

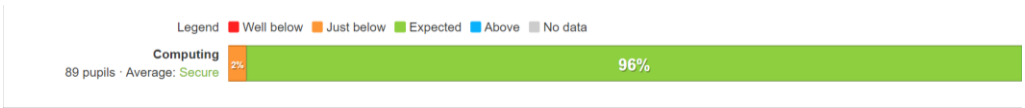
- Each year group have Computing Journals to showcase the work that is produced in Computing lessons. It is clear to see from looking at the journals that pupils have enjoyed their experience in lessons and have produced high quality work.
- In Key stage 2 each child also saves evidence of their work for a unit on the network drive. This enables the teacher to showcase their work to other pupils and staff.
- Assessments on Insight are checked on a termly basis to ensure all year groups are updating assessments regularly. These assessments are then used to inform future planning and teaching. They show that all children are making good progress in Computing.

Insight data: Summer end of year

Year 1

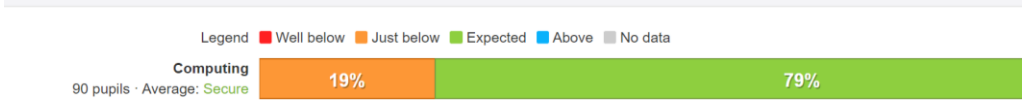


Year 2

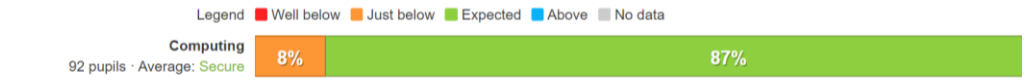


Year 3

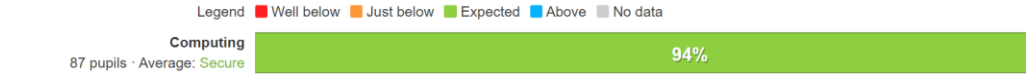
Year 4



Year 5



Year 6



At the end of key stage 2 children will have developed the knowledge, skills and understanding to help them access and use a range of technology. They will have developed computing skills that not only have met the requirements of the National Curriculum but will equip them with skills they can apply for future education and their everyday lives. We hope the lessons we teach inspire future thinkers, innovators and problem solvers in an ever-changing world.

Evidence: How do we know?

- Computing Journals
- Key stage 2 work saved on network drives
- Assessments on Insight
- Moderating planning