



Euxton Church of England Primary School



In our Christian family, we all SHINE in the light of Jesus.

Subject Leader Report - COMPUTING

SUBJECT LEADER: Emma Obertelli

INTENTION - Subject Overview:

At Euxton CE Primary School, we aim to deliver a high-quality Computing education to equip our pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of Computing is computer science, in which our pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, our pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that our pupils become digitally literate (able to use, and express themselves and develop their ideas through, information and communication technology) at a level suitable for the future workplace and as active participants in a digital world.

At Euxton CE School, our aim is for every child to:

- understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- be responsible, competent, confident and creative users of information and communication technology.

IMPLEMENTATION - Planning:

At Euxton CE School, our curriculum is carefully planned to engage and excite all pupils. Teachers carefully map out and plan their year group's Computing lessons; to support and guide their plans, teachers may use and adapt ideas taken from Purple Mash and the NCCE. Computing is taught both as a discrete subject, and in a cross-curricular way when the opportunity presents itself. The laptops and iPads in Keys Stage 1 and Key Stage 2 are used to help pupils access the Computing curriculum, along with a range of other resources such as programmable toys and robots. The Computing subject leader and the headteacher continually monitor the resources required to deliver the Computing element of the new National Curriculum.

IMPLEMENTATION AND IMPACT - Assessment, Monitoring and Evidence:

Intervention within lessons is crucial in ensuring children are prepared to learn and misconceptions can be quickly identified and rectified (through intervention). We constantly assess children's work in Computing by making informal judgements as we observe our pupils during each Computing lesson. On completion of a piece of work, children's work is saved to the school server for reference and moderation throughout the year. The Computing subject lead has a portfolio of evidence collected throughout the year. Each year group has specific end-of-year 'I Can' statements which teachers use when making summative assessments. They are written in child-friendly language, allowing our pupils to track their own progress in meeting the learning targets and to reflect on their progress.

IMPLEMENTATION AND IMPACT - Enrichment opportunities:

Every class has timetabled access to 30 laptops and in KS1 and EYFS there are sets of Beebots which are all used regularly. The EYFS class has an adapted desktop computer which is used daily by the pupils. All our pupils are given opportunities to use and develop their ICT skills in context through cross-curricular work. We have a weekly Coding afterschool club for our pupils which is led by specialists and allows pupils to further develop their programming skills and use different software such Kano Computer Kits. Every year, as a school we celebrate and promote the annual Safer Internet Day with our pupils and parents. Keeping safe online is a key aspect of our Computing and PSHE curriculum.

EVALUATING IMPACT ON LEARNING, SEPTEMBER 2022-2023

<u>INTENT</u>	<u>IMPLEMENTATION</u>	<u>IMPACT</u>
To strengthen the use of information technology across all subject areas through the implementation of SeeSaw.	Subject lead to deliver training on SeeSaw and a range of apps that will support teaching and learning.	For ICT to be used as a seamless tool in each classroom to support and inspire learning; for SeeSaw to strengthen assessment procedures for practical subjects.
To strengthen the teaching and Learning of Computer Science.	Subject Lead to deliver training on Scratch to build upon the successful implementation of Purple Mash. NCCE to be used to support and extend learning opportunities alongside Purple Mash.	To ensure that children experience a wide range of programmes and that teachers can select the most appropriate tool which will include supplementing Purple Mash with additional learning opportunities.
To involve chn in the leading of computing across the school.	Subject lead to relaunch the Online Safety Ambassadors across KS2 and to record minutes and actions of each meeting.	For children to be supported in promoting internet safety across the wider school community.

FOCUS FOR LEARNING, SEPTEMBER 2023-2024

<u>INTENT</u>	<u>IMPLEMENTATION</u>	<u>IMPACT</u>
To enrich the computing curriculum.	Computing is taught by confident staff, using a well structured curriculum. This is taught using the online learning platform, Purple Mash. To further enhance and refine this curriculum, whole school access to www.mrpict.com has been purchased. The computing lead will select units of work for each class to complete, with a focus on information technology. This ensures children are given access to wider a variety of technology.	
Children to articulate their learning about the three areas of computing (computer science, information technology, digital literacy), using appropriate computing vocabulary.	Key vocabulary to be displayed where possible and retrieval strategies used to revisit prior learning. Metacognitive strategies, such as 'Think aloud' will be used to model how the children can explain their learning to both adults and their peers.	
To develop and strengthen cross curricular use of ICT.	Computing lead to deliver staff refresher training on apps, programmes and software that can be used to enhance cross curricular learning and outcomes.	

IMPACT - Staff training:

Staff CPD	Staff meetings: Euxton CE Primary School Basic Computer Skills; using and adapting the Computing Champions Curriculum scheme of work Yarrow Valley Teaching Alliance for all teachers: ICT with Mr P; raising standards in the classroom by using technology apps and strategies for appropriate year groups
Subject Lead CPD	Leyland Computing Cluster meeting: Opportunities to share good ideas and discuss common issues within the subject. As a group we came up with key aims and values for our subject. Yarrow Valley Teaching Alliance Computing Subject Leaders Meeting: Up-to-date information linked to the subject, curriculum requirements, Ofsted and resources available.