**At Dogsthorpe Infant School, we believe pupils should be equipped to use a range of technology confidently, responsibly, and safely in this ever-increasing digital world.**

**Computing**

**SUBJECT ON A PAGE**

**Intent – We aim to…**

Instil a sense of enjoyment around using technology and develop pupil’s appreciation of the opportunities that technology offers to create, manage, organise and collaborate.

For our pupils to be digitally competent and have a range of transferable skills for the future.

Model and educate our pupils on how to use technology positively, responsibly, and safely.

Build on knowledge and skills year on year to deepen and challenge our learners to understand concepts of Computer Science, Information Technology and Digital Literacy.

Give opportunities for pupils to tinker with hardware, software, and programs to develop pupils’ confidence when encountering new technology.

**Implementation – How do we achieve our aims?**

**Resources**

We use Kapow Primary’s Computing scheme of work which has been designed with the following key principles in mind:

* Pupils revisit the five key areas throughout KS1 to increasing depth and build on previous foundations.
* Each time a key area is revisited, it is covered with greater complexity.
* Supports secure subject knowledge through teacher CPD videos.

To support our Computing curriculum, we use iPads, programmable BeeBots and a range of Apps such as ChatterPix, PicCollage and Puppet Pals and Scratch. Pupils upload learning using QR codes to SeeSaw.

**Wider curriculum and/or**

**home learning**

We use Class Dojo as a home learning platform where pupils and parents will continue to learn outside of school and use their personal profile to upload photos, and videos completed tasks.

Our Learning Bus provides exciting opportunities for pupils to use AR cubes, t-shirts and picture cards, iPads and VR headsets to support learning back in the classroom!

Technokids is an afterschool club for pupils to extend their learning by exploring animation and performance using green screens.

***Organisation***

Five key areas of Computing will be taught in blocks each half term and include: Computer Systems and Networks, Programming, Creating Media, Data Handling and Online Safety.

In addition, we provide further opportunities for pupils to learn, apply and showcase transferable skills across all subjects taught.

All units have differentiated activities allowing teachers to cater for the individual needs of their pupils.

E-safety underpins all areas of the curriculum.

**Impact – What will we see?**

Our pupils will be able to discuss, reflect and appreciate the impact computing has on their learning, development, and well-being. They will be critical thinkers and to be able to make informed and responsible digital choices in the future. Our pupils will be aware on online safety issues and protocols and know how to deal with problems in a responsible and appropriate manner. Our pupils will be able to work both individually and part of a collaborative team. They will know that different types of software and hardware can help them achieve creative and practical tasks. The curriculum will show a clear progression of technical skills across each unit of work and within each year group. The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil’s knowledge and skills digitally through tools like Seesaw and by observing learning regularly.