



## Computing

Intent – To ensure that all pupils become computational thinkers, who are digitally literate and responsible users of ICT.

**Implementation: In Computing at Cardinal Newman School we embed our intent in our pupils learning journey by:**

- Teaching Computing for 1 hour a week using Teach Computing scheme ensuring progression of skills and knowledge across the school, which is based on all National Curriculum objectives.
- Using appropriate Computing language so that pupils can articulate their learning, explaining their logic and reasoning.
- Encouraging children to make predictions and problem solve
- Embedding how to use technology respectfully, safely and responsibly using Project Evolve progressive toolkit.
- Embedding quality teaching and learning through CPD, collaboration and coaching.
- Consolidating learning through additional practice in other curriculum areas.
- Support for lowest 20% through pre teaching, scaffolds and small step achievable tasks.
- Children in EYFS experience of real life technology through role play, taking photos of their independent learning and using software programs on the IWB.

**Life Skills:**

to develop lifelong learning powers and competent computational thinkers

- The ability to problem solve using positive mindsets and decomposing problems into small parts in order to correct them.
- Equipping with essential Computing skills to enable pupils to further their education and take them into the workplace.

**Opportunities for Learning:**

success and challenge within and beyond the curriculum to achieve our full potential

- Applying Computing knowledge in other subjects (e.g English, History, Art, Geography and Maths)
- Ability to use a wide range of programs to develop key skills in other Curriculum areas (e.g Maths and Literacy)
- Collaborating with MAT secondary school to provide challenge.
- Providing extra-curricular clubs to build on computing skills and a sense of enjoyment and curiosity about the subject.

**Values**

guided by the Gospels to develop caring respectful relationships

- Ensuring children understand their own digital footprint and ensure that when they are online they are treating others as they wish to be treated themselves.
- Opportunities to create and learn collaboratively.
- Providing inclusive opportunities for all children.

**Experience of serving others:**

within and beyond the school community.

- Opportunities to create and program games for each other.
- Opportunities for children in KS2 to trial new programs, IT equipment and give advice to others about Online Safety in the role of Digital Leaders.