



Computing

Intent

At Langford Village Academy, we believe that computing is an essential part of the curriculum which is not only a standalone subject but that it should play an important part in all areas of learning. We aim to prepare our children for a technological age which is rapidly changing and growing. Computing, in general, is a significant part of everyone's daily life and children should be at the forefront of new technology, with a thirst for learning what is out there. As outlined in the national curriculum there are three main areas that our computing curriculum is designed to cover: computer science and information technology and digital literacy. The computer science aspect, the core of the computing curriculum, teaches the children about the principles of information and computation, how digital systems works and how to put this to use. The children then build on this knowledge to use information technology to create programs, systems, store and retrieve information, and a range of content. By achieving both of these aspects we aim to ensure that our pupils become digitally literate and are able to use and express themselves by developing their ideas at a level suitable for the future of the workplace; giving them an active place in a digital world.

Implementation

At Langford Village Academy, computing is taught using a blocked curriculum approach. The planning for this approach is taken from the "Purple Mash" scheme of learning. This ensures the children are able to develop their knowledge and skills through each of the computing topics and build upon these from foundation stage through to the end of year six. The planning has been developed to be engaging and to ensure all aspects of the computing curriculum are covered.

- We have 3 sets of chromebooks which are used for computing lessons. These are portable and are used by children across the whole school. UK2, LKS2 and KS1 each have their own set of chromebooks. EYFS also use these as well as tablets.
- Teachers supported by the subject lead to access all of the planning and resources that are needed.
- Long Term plan ensures coverage of all aspects of the curriculum through the two year rolling program.
- Internet Safety day covered across the whole school.
- Some classes have tablets to allow an opportunity to use a range of devices and programs for many purposes.

Computing is also encouraged to be used in a cross-curriculum way; this is to ensure it is not just taught as a discrete subject. This includes typing up stories and work in English, researching in topic and science, mathematical games and phonics interventions.



The implementation of the curriculum also ensures that there is a balanced coverage of computer science, information technology and digital literacy. In each year group the children will experience all three aspects and their subject knowledge will become more specific and in depth. For example, in year 1 the children work on understanding what coding means and how to use this in its simplest form moving through to in year 4 being able to understand what variables are and how these can impact/change their program. And again, building on this throughout UKS2 by looking at strings of code and designing and writing a more complex program.

Impact

Our approach to the computing curriculum is fun, engaging and high-quality which therefore results in children enjoying the subject. If children are keeping up with the curriculum they are deemed to be making good or better progress. The children are able to save their work on the purple mash platform which is then something they can share and evaluate, as well as the teacher being able to view and evaluate it too.

Because we ensure the children are taught subject-specific knowledge and allow them to develop this in our computing lessons, we equip our children with experiences they will benefit from. This therefore gives them the building blocks to enable them to access the curriculum as they go off to secondary school and allows them to pursue a wide range of interests in their personal life.

In addition, we measure the impact of our curriculum through the following methods:

- Subject leader walks.
- Evaluation and scrutiny of work.
- Conversations with children.
- Teacher assessment against the outcomes outlined in Purple Mash planning which is linked to the computing curriculum.
- Evidence collected and filed online.
- Review of computing being used cross-curricular.