

Computing at South Bersted

The computing curriculum has been designed with the ultimate goal to provide children with the skills they will need to thrive in a world with increasing technological advances. In deepening their understanding of coding, digital literacy and e-safety, they will understand how computers and other devices can be used effectively and safely to aid in our everyday lives.

E-safety at South Bersted

We passionately believe that everyone wherever they are from has a right to be safe online and that a safer internet is down to each one of us. Therefore online safety is taught regularly and through a wide range of materials specifically chosen to engage the children, give them opportunities for discussion and make them think!

How is Computing taught at South Bersted?

Computing is taught using a variety of different programs and technologies across the school years. Where appropriate, the tasks are used to support pupils' understanding of their BIG question. During their learning, there will be a clear sequence of learning steps that develop towards an end goal of completing a final piece: a topic game on Scratch, using Excel to create spreadsheets or designing a new toy on Paint. As a school we block the teaching of computing across year groups. This provides pupils with the opportunity to develop their computational thinking that they apply to other areas of their learning.

Why is Computing important at South Bersted?

Computing is important to enable us to teach the children how to become 21st century citizens. Through the use of learn pads and the computing suite, the children are exposed to a wide range of computer programs and apps that enable them to solve problems and deepen their understanding of the world around them.

What will children learn in computing?

South Bersted's 'learning map', states the expectations at the end of each term.

At South Bersted, by the end of EYFS aim for all pupils to:

have an age appropriate understanding of how to stay safe online,

log in to a computer and shut it down,

move a mouse to play a simple game.

At South Bersted, by the end of Year 2 pupils will have:

an age appropriate understanding of how to stay safe online,

created and manipulated word documents, knowing how to open, save and edit a file,

an understanding of how computers use algorithms to solve a given task.

At South Bersted, by the end of Year 6 pupils will have:

an age appropriate understanding of how to stay safe online,

an understanding of the purpose of different programs such as Word, Excel, PowerPoint, Scratch and Python.

the knowledge to create code to solve a real life problem using IF statements, variables as well as recognise and debug problems,

an understanding of how to use and combine services on the internet to share information.

COMPUTING AT SOUTH BERSTED

