

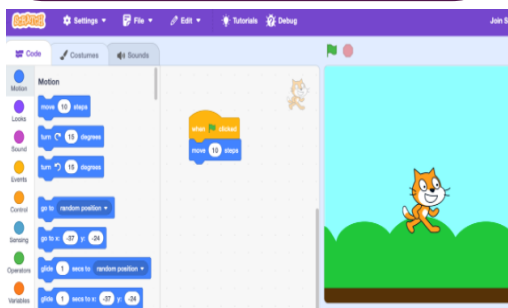
The computing curriculum is taught across three schemas:

- Computer Science
- Information Technology
- Digital Literacy

*Key **Vocabulary** is sequenced and explicitly taught based on each of the schemas,*

It is introduced at the start of each lesson.

It is used throughout the unit of work to explain the learning.



Each unit of Computing is based on one of the three schemas. The teaching of Computing supports pupils in understanding how to stay safe online, how to use a range of software and hardware to complete a given task and how to program computers to complete tasks using algorithms. At South Bersted, we believe in providing clear steps to success and planning opportunities for pupils to be able to use a range of devices competently. This supports our aim of setting up the children to succeed in an ever-increasing digital world.

Computing is taught through the use of chromebooks, laptops, media devices such as cameras and micro:bits.

Pupils are given opportunities to explore how different computer software can be used to complete everyday tasks, how computers can link to create a network and how algorithms can be used within programming.



We effectively **model** learning through:

I do, we do, you do,

Think aloud, (what do I know already that will help me),

Making links to previous units taught in earlier year groups.

We use **scaffolds** to support independence:

Prompts,

Part worked examples.

E-safety:

At the beginning of each term, children are taught E-safety units from Project Evolve. These challenge pupils' thoughts about being online and the consequences our actions have on ourselves and others.

To disrupt the **forgetting curve**:

We have a spiral curriculum,

Each lesson begins with a retrieval question.

Feedback is:

*Specific to the enquiry skills and **vocabulary**,*

Encourages pupils to consider the process a computer takes to complete a task.

Learning is **sequenced** to enable children to use key skills to create a final project within computer science

A final task allows pupils to demonstrate their knowledge and understanding.



How are Computing books used?

- Each class has a Computing class book. Individual books are used to record individual responses to a unit.
- Teachers use the class books to record whole class discussions and activities, pupil voice and share photos.
- The date and lesson objectives are evident in both books.
- Class books and individual books move on with the class at the end of the academic year.
- EYFS use floor books.

How are resources organised?

- All units of work are saved in a shared folder for all staff to access.
- All Computing resources are stored centrally for all staff to access.

How often is Computing taught?

- Computing is taught weekly.
- Over the academic year each year group will cover 6 units of work, each lasting half a term.
- At the beginning of each term, each class covers an additional unit of E-safety from Project Evolve.
- All units focus on one of the schemas.
- During the year pupils learn a balance of the three schemas and will have lessons on computer science, information technology and digital literacy.
- Lessons include a mix of written, creative and practical tasks.

How is a Computing lesson structured?

- All lessons start with a retrieval task, revisiting previous knowledge. In KS1 these are responded to as a class. From Year 2 onwards these are more individual response based.
- The main teaching is focused on the key learning objective for the lesson. This will include discussion and will build towards the end of unit objective.

How is Computing assessed?

- Pupils are assessed on their key learning and understanding as set out in each unit.
- This data is recorded on SONAR.