Computing at Emersons Green Primary

Our computer programmers/engineers/operators …

*The core of computing is **computer science**, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use **information technology** to create **programs**, systems and a range of content. Computing also ensures that pupils become **digitally literate** – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.*
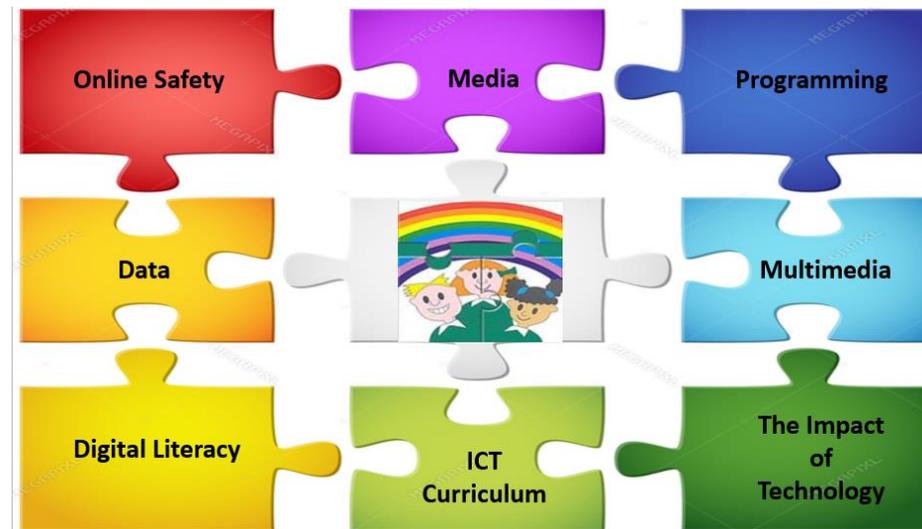
Our computing curriculum…

- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output

- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.

- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Big Ideas

- Computing knowledge and skills explicitly planned in each lesson that build on previous learning.
- Use a range of hardware and software to engage and inspire learning.
- To engage in computing safely, responsibly and competently.
- Home learning linked.

Content and Sequencing

Online Safety · Media · Programming · Data · Multimedia · Digital Literacy · ICT Curriculum · The Impact of Technology

Communication:
- Discussions and idea sharing/exploring, predicting/hypothesising.
- Key vocabulary is programmed into communication devices
- Makaton for key vocab is learnt and used by adults supporting individuals
- Key vocabulary built into every lesson and displayed in classrooms.

Accessibility:
- Our curriculum is fully inclusive and our highly skilled staff support all children in accessing the National Curriculum Programmes of Study.
- Structured questions, sentence stems and practical learning is use to support.
- Pre-teaching of technical vocabulary.
- Larger keyboard/ bigger buttons/slower mouse/stickers on keyboards.
- Alternative equipment/ programmes/ adapted programmes.
- Touch typing.

Diversity:
We value diversity in computing through promoting positive attitudes and stress that everyone can do computing regardless of their gender, race or additional needs.
Any images, names and examples used will reflect and draw on the diversity of the local and world community.

Links with English and Maths:
- High quality texts.
- Reports and recount writing.

Cultural Capital & Personal Development:
- Make a presentation to teach a skill to others
- Online learning
- Using technology to promote fundraising events
- Online safety