Intent, Implementation, Impact statement
COMPUTING

INTENT

Our broad and balanced computing curriculum has been developed in line with the National Curriculum and promotes our REAL wheel values, learning superpowers and the UNCRC to develop skills and knowledge.

At Hursthead Junior School, our curriculum aims to enhance and develop the children's existing knowledge and the understanding of the role technology has in school and around the world. Pupils will develop a respect for technology and its uses, know how to use technology safely, develop their problem-solving skills through enquiry and hopefully develop a love of computing.

We want learners to discuss, reflect upon and appreciate the impact computing has on their learning, development, future and well-being.

Progress within our computing curriculum is demonstrated through outcomes as well as differentiated activities The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum.

We also look for evidence through reviewing pupil's knowledge and skills digitally through tools like Google Drive and Google Classroom

IMPLEMENTATION

Information Technology	Computer Science	Digital Literacy
Word processing/Typing	Computational Thinking	Self-image and identity
Data Handling	Programming	Online relationships
Presentations (Adobe Spark)	Computer Networks	Online reputation
Animation (Stop Motion)		Online bullying
Video creation (WeVideo)		Managing online information
Photography and digital art		Health, wellbeing and lifestyle
Sound/temperature (data loggers/Chrome Music Lab)		Privacy and security
		Copyright and ownership
		Augmented reality (CoSpaces Edu)

Our comprehensive computing curriculum covers each core element of the Computing Curriculum with the knowledge and skills developed built upon and deepened year on year (see 'skills progression' document). Computing lessons are delivered by the class teacher once a week and last approximately an hour. Lessons are a mixture of both 'plugged' and 'unplugged' activities. Each year group has a designated day to use the school Chromebooks, enabling each child to work independently whenever possible/necessary on a device. In addition to this, the Chromebooks can be booked out on a Friday every week; this facilitates the development of longer tasks/projects from across the curriculum that may take more than one session. Children save their work on their 'My Drive' or turn in work on to their year group's Google Classroom.

The delivery of Computer Science is done predominantly through Code Studio; an online program that develops the children's use of blocks of code to create games or achieve a specific outcomes. With engaging themes such as Angry Birds and Star Wars, children are able to work at their own pace and reach their full potential, receiving online support through the use of 'hints', as well as completing the challenge activities at the end of lessons.

In our teaching of Computing, we endeavour to expose students to a variety of software, programs, and equipment in order to offer a range of appropriate challenges and experiences. Teacher's use their knowledge and understanding of their wider curriculum to provide creative opportunities in which children are encouraged to explore different ways of using hardware and software as well as applying skills in different contexts.

Following detailed planning tailored to our curriculum, all classes undertake at least one E-Safety lesson every half term with additional learning in this area addressed through PSHE activities (both planned and reactive) as well as activities undertaken annually as part of 'Safer Internet Day'.

IMPACT

Through a rich, engaging and relevant curriculum, we want Hursthead Junior School pupils to:
- Be confident, enthusiastic and actively engaged learners, ready for the challenges of computing in the next stage of their education;
- Understand how to be an intelligent, digital citizen both now and in the future;
- Communicate with and use digital technology appropriately and safely, and clearly communicate this approach to others;
- Know when and how to use technology in order to support further education and studies;

- Be able to learn computing skills and understand when and how to apply these skills across the Curriculum;
- Learn practical computing skills by having access to a wide variety of up-to-date, relevant hardware and software;
- Have opportunities to use ICT to support learning at home.