

CURRICULUM INTENT: COMPUTING

<p>Intent:</p> <p>WHY TEACH COMPUTING?</p>	<ul style="list-style-type: none"> • Incorporating Computing into Primary Education equips pupils to use computational thinking and creativity to understand and change the world. • Computing has deep links within a range of key subjects such as: mathematics, science and design and technology. • At the core of this subject 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. • With children equipped to use information technology to create programs, systems and a range of content, this knowledge will further increase their understanding of a fast-moving digital world. • 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.
<p>Implementation:</p> <p>THE MOORGATE APPROACH</p>	<ul style="list-style-type: none"> • Moorgate will incorporate computing into our already broad, balanced, challenging and enjoyable curriculum for all pupils. • When medium term planning, teachers will ensure that they include lessons which include strong links to computing and therefore focus upon the skills and attributes that are specific to this community based on Moorgate’s Curriculum intent. • Moorgate, as well as providing a balanced curriculum, ensure enrichment in pupils by preparing children for their future lives or experiences. Developing a pupil’s computational thinking skills ensures that children have experience with products and systems which are so important within the digital world. • Teachers shall be facilitators. They will effectively lead and model the expectations for the subject as well as observe and swoop to address any misconceptions. • Moorgate promotes a digital world through a range of schemes: Purple Mash, Reading Shed, Maths Shed and Times Table Rock Stars. These schemes not only provide a fun and engaging way of learning but give flexibility as to ways in which a child can produce work. • Moorgate’ homework policy is digital with fun, engaging activities being set by teachers which link to the current week’s learning. Scores and attainment can be monitored by teachers through these schemes. • A range of laptops and IPADS are available to all children within Moorgate, giving them easy access to learning resources, schemes, research and homework if inaccessible from home. • Within PSHE lessons, Moorgate promotes e-safety. The use of computing has been shown to raise educational standards and promote pupil achievement, yet at the same time we recognise that the use of these technologies can put young people at risk within and outside the school. E-safety is valuable area of learning which influences children to access online material in the safest possible way.

<p>Impact</p> <p>HOW IS IT MEASURED?</p>	<ul style="list-style-type: none">• It is paramount that the Computing curriculum directly addresses the barriers with Moorgate's curriculum and homework intent.• All children, regardless of their background, will access digital or online devices to develop their learning and understanding.• Children will gain access to a different range of resource and have the ability to present and share ideas in a new and refreshing way.• As we live in a progressive digital world, it is Moorgate's responsibility to ensure that computing is heavily used within a wide range of curriculum to give children all the experience they need for their lives post-primary school.
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