COMPUTING CURRICULUM AT SUCKLEY SCHOOL

	Intent	Implementation	Impact
	At Suckley, we want our children to have the necessary skills to navigate the ever-changing technology in our world. We have chosen to use the **Purple Mash** scheme of work for Computing. It aims to instil a sense of enjoyment around using technology and develops pupil's capabilities. **Purple Mash** allows children to create, manage, organise, collaborate with different tools and communicate electronically with their peers in a safe and friendly way. Our aim is to increase children's confidence when encountering new technology which is a vital life skill. We value the importance for children to be digitally competent and have a range of transferable skills at a suitable level for the individual as well as the responsibility to be conscientious online citizens. This will coincide with our PSHE sessions to prepare children for life in a digital world, including developing their understanding of appropriate online behaviour and healthy online use. Our aims for children at Suckley:	Teaching and learning in computing is designed with three strands: • Computer Science • Information Technology • Digital Literacy These strands are organised into units which are woven into a cyclical framework to allow children to continue developing their computing knowledge and skills achieving this by revisiting previous learning and incorporating new concepts. To ensure our children become successful in attaining and maintaining computing skills we will provide: • A broad and balanced coverage of the national curriculum requirements. • Lessons will incorporate a range of teaching strategies: independent tasks, paired and grouped work, digital activities using internet and without. • Engaging lessons to inspire and motivate learners of all abilities. • Differentiated tasks to allow additional support and extra challenges. • A range of programs provided by PurpleMash support children in building	The impact of computing at Suckley will be monitored through formative feedback and summative assessment of work completed in each unit. This is recorded to be reviewed with children, class teachers and influencing planning and next steps. Pupils should leave school equipped with a range of skills to enable them to succeed in their secondary education and be prepared for a life time using technology. The expected impact of our Computing teaching and learning is that children will: • Be critical thinkers and the ability to understand how to make informed and appropriate digital choice. • Understand the impact that computing will have going forward in both their educational life, working life and their social and personal futures. • Understand how to balance time spent on technology and time spent away from it in a healthy and appropriate manner. • Understand that technology helps to showcase their ideas and creativity.

	• Principle skills are taught to support children with using technology. • Children enjoy working with a range of media and can use technology confidently and show resilience when faced with difficulties. • Children understand their responsibility when working with technology; they know how to be safe, treat others with respect and raise awareness if something doesn't feel right.	factual knowledge through revisiting key ideas and vocabulary. • Timetabled access to tablet devices and access to 30 laptops that can be set up in individual classrooms.	• Show a clear progression of technical skills across all areas of the National curriculum - computer science, information technology and digital literacy. • Be able to use technology both individually and as part of a collaborative team. • Be aware of online safety issues and protocols and be able to deal with any problems in a responsible and appropriate manner. • Have an awareness of developments in technology and have an idea of how current technologies work and relate to one another. • Meet the end of key stage expectations outlined in the National curriculum for Computing.
Suckley Values: Respect, honesty, determination, resilience, kindness and perseverance. • Respect everyone online whether we know them or not. • Be honest with other if something does not feel right. • Determination to develop skills continuously. • Resilience when faced with difficult tasks, supporting others when they are in a similar position. • Showing kindness to others when communicating through technology; respectfully standing up for others when injustice is present. • Continue persevering throughout units to develop skills.	**Cultural Capital**: At Suckley we want to give all our children the opportunity to participate in a wide variety of learning experiences beyond the classroom. Suckley has constructed a Computing curriculum that is designed to give all children, particularly the disadvantaged, the knowledge and cultural capital they need to succeed in life. • Access to multi-media. • Using technology to research, plan, demonstrate and present. • Share learning and knowledge with others. • Working in different environments.	