Curriculum statement for the teaching and learning of Computing 2022/2023

Intent	Lawley Village Academy's computing provision aims to equip our children to participate in a rapidly changing world where work and leisure activities are increasingly transformed by technology. It is our intention to enable children to find, explore, analyse, exchange and present information in a safe, responsible and respectful manner. We also focus on developing the skills necessary for children to be able to use information in a discriminating and effective way. Our computing curriculum, with our more recent emphasis on programming, enables children to develop their problem solving and reasoning abilities. It enables children to understand and apply the essential principles and concepts of Computer Science, including logic, algorithms and data representation, analyse problems in computational term, and have repeated practical experience of writing computer programs in order to solve such problems. Computing skills are a major factor in enabling children to be confident, creative and independent learners and it is our intention that children have every opportunity available to allow them to achieve this.			
Underpinned by	**The teaching of skills**	**Application of skills**	**Vocabulary**	**Knowledge of Online safety**
	Our pupils will be taught how to use a range of computer software, including spreadsheets, databases, email systems, word processing, multimedia presentations, app development, control programming and coding.	Lawley Village Academy pupils are given regular opportunities to apply the computing skills and knowledge that they have been taught to support their learning in other curriculum subjects. -Children make their own choices about what software to use and reflect on their choices -Children use their computing skills to develop their language and communication skills; -Children explore their attitudes towards computing and its value to them and society in general. We are continuously exploring ways in which a range of apps can be used to deliver more creative lessons across the curriculum.	Lawley Village Academy pupils will understand and use appropriate topic vocabulary, including that associated with programming, e.g. algorithm, debug, input, output, and variable	Lawley Village Academy's pupils learn how to use mobile technology and the internet safely. Online safety is not only taught in computing lessons, but in PSHE (and other) lessons, assemblies and workshops. It is a constant in lessons where appropriate

Implementation	Curriculum approach We base our planning and our whole school approach on 'Teach computing.' This programme of study covers aspects of digital literacy, coding and computer science. The units covered in each year are progressive	E safety We ensure E safety is covered throughout school by engaging with 8 aspects from project evolve. From an early age the children begin learning about self-image and identity, Online relationships, Online reputation, Online Bullying, Managing online information, Health,	Uses of computers in the wider world Children learn to recognise the uses of ICT in their immediate surroundings initially and then in the wider world

	therefore building upon skills and knowledge the children have previously acquired.	well being and lifestyle, privacy and security and copyright and ownership.	
	Extra curricular activities Children have the option to attend a computing club in the autumn and summer terms. The club allows children to learn more about animation and develop their own animations and also teaches children about coding. It is an opportunity to further develop skills they have learnt in lessons	Quality resources In school we have two banks of laptops that are connected to our network which is monitored. We share the use of a bank of ipads for whole class use. Technology begins in EYFS where remote control toys are used to develop the idea of input/output. We also have coding toys.	Pupil voice group In school we have an e safety committee to support teaching of responsible on line behaviour- they also teach the SMART rules
	Additional days Each year we take part in E-safety week although this is something taught constantly throughout school, not just in the day.	Application Children see the benefits of using ICT for day to day activities- they are aware of the e	

Impact				
	<u>Pupil Voice</u> Through discussion and feedback, children talk enthusiastically about their computing lessons and speak about how they love learning on the computer. Children across the school articulate well about the potential risks of being online, and can talk about ways to keep safe.	**<u>Evidence in Knowledge</u>** Pupils know how and why technology is used in the outside world, and in the workplace. They know about different ways that computers can be used. Children recognise the benefits of technology in different situations.	**<u>Evidence in skills</u>** Pupils use acquired vocabulary in computing, including coding, lessons. They have the skills to use technology independently, for example accessing age-appropriate software and games in EYFS and using a range of computer software independently in KS1 and KS2. Children being to mix medias as they move through school.	**<u>Breadth and Depth</u>** Teachers plan a range of opportunities to use computer technology, inside and outside school. Cross curricular links are evident so that children can apply what they know