

Computing at The Trinity CE Primary Academy

With faith we live, learn and grow together.

Enquiry

Communication

Community

Independence

Intent

We are computer scientists:

"What a computer is to me is the most remarkable tool that we have ever come up with. It's the equivalent of a bicycle for our minds." - Steve Jobs

At The Trinity CE Primary Academy, we believe that Computing is an integral part of preparing children to live in a world where technology is continuously and rapidly evolving, so much so that children are being prepared to work with technology that does not even exist yet. For this reason, we feel that it is important that children are able to participate in the creation of these new tools to fully grasp the relevance of and the possibilities of emerging technologies thus preparing them for the world of work. Our aims are to fulfil the requirements of the National Curriculum for Computing whilst also providing enhanced collaborative learning opportunities, engagement in rich content and supporting pupil's conceptual understanding of new concepts, which support the needs of all our pupils.

Computing:

Enquiry –Children have the opportunity to explore and answer their own questions. Within lessons, they can use their enquiry skills to find out more about the world around them.

Communication –Children have opportunities to communicate verbally in lessons through discussion. They will learn about communicating digitally and what this looks like.

Community – there are opportunities to work collaboratively with a range of stakeholders.

Independence –Through a clearly sequenced progression of learning, children have the opportunity to apply their learning to become independent learners.

Implementation

EYFS Computing and technology are vitally important subjects to deliver to Reception children. A well-planned Computing curriculum ensure that children enter Year 1 with a strong foundation of knowledge. Also Computing lessons in the EYFS ensure that children develop listening skills, problem-solving abilities and thoughtful questioning — as well as improving subject skills across the seven areas of learning.

Our EYFS children follow Barefoot Computing, which feeds, into the rest of our computing curriculum.



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At The Trinity Primary Academy The TEACH Computing programme written by Raspberry Pi Foundation on behalf of the National Centre for Computing Education (NCCE) is used to deliver the computing curriculum from Y1-Y6. Each year group completes 6 units per year. These units cover 4 themes: Computing systems and networks, Creating media, Data and information and Programming.

Class teachers deliver lessons weekly. Units Overviews provide a brief overview of each individual lesson. Individual lesson plans include the preparation of high-quality resources. Teachers ensure that their planning guides the acquisition and retention of new learning through a range of strategies rooted in cognitive science such as the use of retrieval practice. Learning is reviewed regularly with the use of retrieval practice based around practical tasks and challenges, in order to assess and address gaps in knowledge, which could hinder children's progression.

Each unit leads to a culminating project or activity, which enables children to apply the knowledge and skills learned.

The most essential content is delivered through reference to real-world examples of software and hardware that children may be familiar with from their daily lives, including video games and social media platforms, alongside model applications and scenarios. It enables reference to first-hand experience of technology as well as ensuring all pupils, irrespective of background, have the opportunity to access appropriate, up to date technology.

Key concepts and skills are introduced with the specific vocabulary required to communicate in a wider world, and sequenced to build on existing knowledge. Each child from Y1 has its own individual computer login so that learning can be showcased and evidenced. This is alongside learning which the children will complete in their books.

Impact

We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well-being. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond.

We encourage regular discussions between staff and pupils to best embed and understand this. 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 and observing learning regularly. Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes.



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