



# COMPUTING at Boxgrove

## INTENT

Our intent is to ensure every child leaves Boxgrove with the skills to harness technology in a safe, purposeful and creative way. Pupils will gain a solid understanding of how computers and the internet work enabling them to move onto their next stage of education with the key digital literacy skills required for their future.

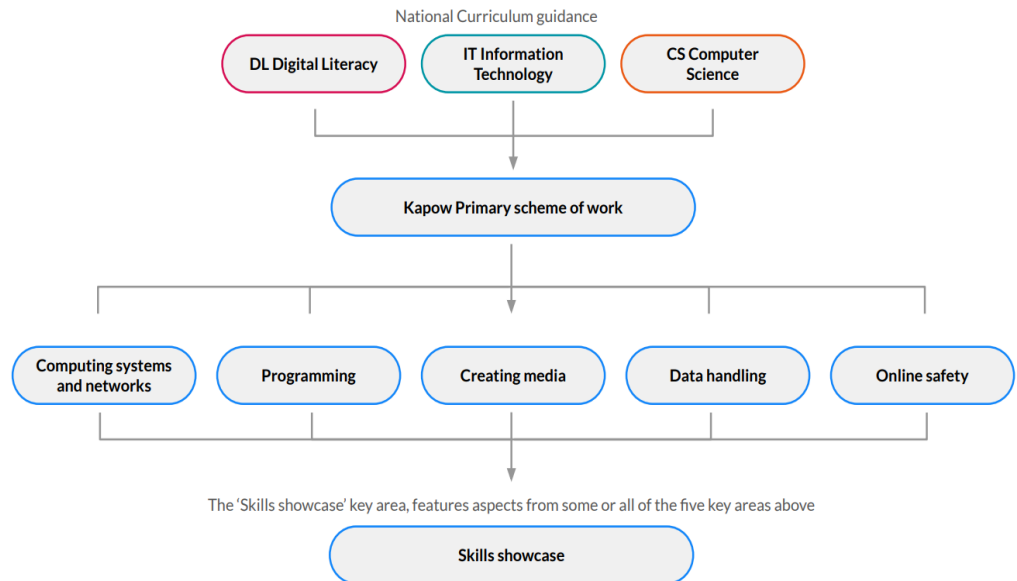


## BIG IDEAS

- Competence in coding for a variety of practical and inventive purposes, including the application of ideas within other subjects.
- The ability to connect with others safely and respectfully, understanding the need to act within the law and with moral and ethical integrity.
- An understanding of the connected nature of devices.
- The ability to communicate ideas well by using applications and devices throughout the curriculum.
- The ability to collect, organise and manipulate data effectively.



## CONTENT & SEQUENCING



## LINKS WITH ENGLISH & MATHS



## RETRIEVAL PRACTICE



## PROGRESS



## SUPPORT

- Knowledge organisers for each

<ul style="list-style-type: none"> <li>● Where meaningful, units have been linked with other subjects such as science, art, English, Maths and Music to enable the development of further transferable skills and genuine cross-curricular learning.</li> </ul>	<ul style="list-style-type: none"> <li>● Key vocabulary is revisited each year and presented in knowledge organisers and word mats.</li> <li>● Each lesson builds on the previous lesson, building on prior knowledge.</li> <li>● End of unit quizzes give the children an opportunity to remember and apply prior learning.</li> </ul>	<ul style="list-style-type: none"> <li>● Our computing curriculum is organised into five key areas, creating a cyclical route through which pupils can develop their computing knowledge and skills by revisiting and building on previous learning.</li> <li>- <b>Computer systems and networks</b></li> <li>- <b>Programming</b></li> <li>- <b>Creating media</b></li> <li>- <b>Data handling</b></li> <li>- <b>Online safety</b></li> <li>● Our computing curriculum ensures a broad and balanced coverage of the National curriculum requirements, and the 'Skills showcase' units provide pupils with the opportunity to learn and apply transferable skills.</li> <li>● Progress is measured through end of unit quizzes and digital media saved on laptops/iPads.</li> </ul>	<ul style="list-style-type: none"> <li>● unit of work to help with pre-teaching and retrieval practice.</li> <li>● Access to Kapow scheme of work which offers CPD videos for teachers and detailed lesson plans.</li> <li>● Teacher subject knowledge videos linked to every lesson.</li> <li>● Key vocabulary for each year group.</li> <li>● Clear, sequenced lessons which identify the children's learning journey from Year 1 to Year 6.</li> <li>● Guidance from 'Education for a Connected World' on how to deliver online safety.</li> </ul>
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