

**EYFS and KS1 COMPUTING PLAN 2020-2021****Curriculum Intent**

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing 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. Building on this knowledge and understanding, pupils are equipped to use and apply information technology to create programs, systems and a range of content. 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 and as active participants in a digital world.

Curriculum Implementation

At Westbury Park Primary School

Pupils are taught using google applications via G-suite: docs (word processing), slides (presentation), drawing, sheets (databases), forms (questionnaires) and utilise Google classroom as an online classroom to set work and announcements in class, for assessment and to set homework. Children are also taught with a range of online resources such as Espresso Coding. This software enables children to be taught effective computing skills for life in word processing and formula writing alongside more specific skills in coding and programming. Each child has access to the internet and is taught how to use it appropriately and safely alongside how search engines and websites operate. Internet safety is taught regularly at an age appropriate level and forms the basis of all Computing learning. Children are also taught about vocabulary linked to computing and key skills for life including touch typing. Computing is also cross-curricular, progressing children's learning in all areas of the curriculum.

Computing is also taught discretely via a specialist PPA provider for 3 terms per academic year, complementing our school's use of technology.

Understanding the world	End of Key Stage 1 curriculum expectations	End of Key Stage 2 curriculum expectations
<p>ELG</p> <p>Children recognise that the range of technology is used in places such as home and school.</p> <p>They select and use technology for particular purposes.</p> <p>Exceeding ELG</p> <p>Children find about and use a range of everyday technology.</p> <p>They select appropriate that support an identified need for example in deciding how best to make a record of a special event in their lives, such as a journey on a steam train.</p>	<p>Pupils are taught to:</p> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs Use technology purposefully to create, organise, store, manipulate and retrieve digital content Recognise common uses of information technology beyond school Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	<p>Pupils are taught to:</p> <ul style="list-style-type: none"> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Impact

- Children at Westbury Park become are responsible, competent, confident and creative users of information and communication technology. They learn to apply their understanding of computer science in a range of settings and become digitally literate citizens to prepare them for a changing world.

*Each part of the Computing curriculum is reviewed on a termly basis by the subject leader.