

King Ina Church of England Academy

Curriculum Overview for Computing & e-Safety

Our curriculum approach to computing and e-Safety reflects our vision statement: Within our secure Christian environment, our vision is to develop healthy, happy, motivated learners who aspire to achieve their full potential and who look to the future with confidence.

In particular, we are eager for all our pupils to cultivate their own passion for art.

The name of the current curriculum lead is on the school website on the curriculum page.

Intent

Our intention here at King Ina Academy is to prepare our children for their future by giving them the experiences to gain knowledge and develop skills that will equip them for an ever-changing digital world. We aim to instil a sense of enjoyment around using technology and to develop pupil's appreciation of its capabilities and the opportunities technology offers to, create, manage, organise and collaborate. Our computing curriculum focuses on progression skills in computer science, information technology, digital literacy and online safety to ensure that children become competent in safely using, as well as understanding, technology. These skills are revisited repeatedly to ensure that the learning is embedded and that the skills are developed term on term, year on year.

Implementation

Computing and e-safety are taught as discrete units of work but are also planned to be incorporated into our whole curriculum. E-safety is closely linked to PSHE & RSE and our school values and Computing is embedded into our English, Topic, Mathematics and Science planning.

We use Project Evolve (SWGFL) to deliver our half termly blocks of e-safety, which provide an age-appropriate online safety curriculum that is flexible, relevant and fully in line with the national curriculum. Our staff work alongside the Computing lead to teach the units and use the materials to support assemblies and special theme weeks as well as discrete lessons.

We use the Kapow scheme of work to deliver our computing curriculum, which allows us to develop safe, responsible and competent learners who are creative, curious and logical as they navigate, investigate and contribute to the world around them. The scheme is split into blocks of learning that build year on year around the 4 themes of Computing systems and networks, Creating Media, Handling Data, and Programming.

Using a variety of hardware across the school we provide children opportunities to experience working on tablets, and chrome books, from Reception to year 6, classes have access to enough devices for each child to work on their own unit and we also have chrome books ready for pupils to use at home should they need to carry out home learning. We use online programs such as TTRS, My Maths, Discovery Education and Accelerated Reader to complement our whole school curriculum.

At King Ina we use Eschools as our website provider and our online learning platform, enabling children to access, complete and submit work from home, communicate with their peers and their teachers in a safe and secure online environment and share their school work, achievements and projects with their families.

Impact

The impact of our Computing and E-safety curriculum can be constantly monitored through both formative and summative assessment opportunities.

Kapow units have clear learning objectives with knowledge catchers and quizzes. A progression of year group expectations allows for pupils to build on prior learning and know what their next steps will be.

Project Evolve allows teachers to assess pupils' prior learning and plan accordingly using knowledge maps, assessing each unit once completed using online questionnaires, guided for EYFS and KS1.

We expect our children to leave our school community with a range of skills that enable them to succeed in the next part of their learning journey and be active participants in the ever-increasing digital world. The children will meet the end of Key Stage expectations outlined in the National Curriculum for Computing, moreover they will be critical thinkers who are able to understand how to make informed and appropriate digital choices in the future. They will understand how to balance time spent on technology, use it to showcase their ideas and creativity, work collaboratively and have an awareness of developments in technology to support their future lives.