

The Intent, Implementation and Impact of the Computing Curriculum

Intent

Our intent is to help pupils become independent, creative, safe, respectful and problem-solving digital citizens with a broad and transferrable skillset. iLearn2 makes computing fun for pupils, inspiring them to develop skills beyond the classroom and building an awareness of all the opportunities the subject provides.

Our curriculum has been designed to make sure pupils learn computing skills from the three recognised aspects of computing within each year of their primary education. This means that pupils will build upon skills and concepts they established from the previous year and develop them further in the current and subsequent year.

For example, pupils will learn how to program keyboard or touch screen inputs in Year 3 to control a sprite in Scratch, then develop this further into a racing game in Year 4 using conditions and variables. Before introducing random variables in Year 5 to make the game unpredictable. Also, basic Ebook creation skills can be introduced in Year 2 with text and images and developed further in year 4 and 5 with the addition of hyperlinks and interactive elements.

The three aspects are:

- Computer Science (highlighted orange on our progression map) - this covers programming (both block-based and text-based), including computational thinking using web-based software such as Scratch. Pupils across Key Stage 1 and 2 will write code to program physical and on-screen objects, interactive games and use text-based language, such as HTML and Python by the end of Key Stage 2.
- Information Technology (highlighted purple on our progression map) - this covers the use of applications to create digital content, including document creation and editing, video making, digital art, graphic design, animation, 3D modelling and website building.
- Digital Literacy (highlighted green on our progression map) - covers skills to find, evaluate, utilise and share using technologies and the Internet. This includes important e-safety and internet research skills, as well as an understanding of computer networks in Key Stage 2.

Implementation

- Pupils can learn computing skills at their own pace, developing independent learning skills with opportunities to continually review and revisit the skills covered.
- The pupil activity packs are available across Early Years, Key Stage 1 and 2. Early Years and Key Stage 1 pupils learn how to apply the skills they learn in the tutorials to their own work. Key Stage 2 pupils apply and develop the skills they learn in the tutorials into their own projects, independently improving and evaluating their work.

Our computing curriculum also provides pupils with cross-curricular projects, helping apply computing skills across the Key Stage 1 and 2 curriculum. In many activities there are tutorials for all three, allowing pupils to learn skills regardless of the platform used in the school and to prepare pupils for all possibilities in the next steps of their education.

Impact

Each activity pack includes different resources to capture and track pupil learning:

- Downloadable assessment grid for each activity pack to track pupil understanding of each skill.
- Printable 'unplugged' challenge sheets/cards for pupils to demonstrate their understanding of key vocabulary and the application of skills.
- The teacher view of each pack includes advice and tutorials that cover how pupils can save their work or, in some cases, how it can be captured in the software being used.