



# Computing at Mill Dam



## Intent

Computing is a major feature in the lives of our children and they encounter ICT resources several times a day. Our progression of learning for computing addresses this through three threads of content: Using Information technology, Networks and the Internet and Coding. These threads will give our children a wide range of skills and knowledge to allow them to access and use computing effectively for their learning, wider lives and future careers.

## Implementation

We have a clear progression of skills and knowledge for the three threads of learning within the computing curriculum each learning step builds upon previous learning and, before embarking on new and often more complex skills, it is important that these are informally assessed and gaps are filled. This will allow children to embark confidently on new learning. Through the use of display technology skills will be clearly modelled, wherever possible with children mirroring the actions. Computing tasks will be purposeful with Using Information Technology tasks building to an outcome with links to wider learning, online safety linking clearly to PSHE learning and citizenship and coding tasks leading to the creation of a completed product in the form of an algorithm.

A large part of computing learning will be hands on with computing resources, these will need to be shared and clear expectation for teamwork and collaboration will be set. Some children will already have prior knowledge and skills, the sharing of these when appropriate will be encouraged and recognised.

Computing learning will not be restricted to the discreet computing sessions and will be a full cross curricular tool.

## Impact

By following the progression of learning in computing children will have acquired a range of skills for 'using' computing resources in different ways and will have begun to apply these skills in their wider learning including independently using hardware and a range of different apps and programmes. By the end of Year 6 children will be able to combine apps and programmes in a single outcome. Children will have progressed through a structured coding curriculum starting from simple instruction and moving to text based coding with microprocessor. They will be able to apply their learning with increasing complexity and independence as they move through school. At each stage of the progression key technical vocabulary is identified and children will be using this correctly to explain their procedural thinking and in their interaction with software.

## Cross curricular and extra curricular links.

- Online safety and behaviour – link to citizenship, PSHE and RSE.
- Computing resources can be used to research for wider curriculum subjects.
- Computing resources can be used to present learning outcomes in all areas of learning.
- Spreadsheets can be used to record and present data in maths and science.
- Possible trips and visitors: National Media Museum.
- Extra-curricular – STEM and coding clubs.

