



Computing

Intent

Our computing curriculum at Wheatcroft encompasses all national curriculum objectives in a creative and innovative way to ensure that the pupils gain an understanding that is not only appropriate to their year group objectives but enables them to grow with a continuously developing technology focused society. We want all of our pupils to be able to create and consume content responsibly and safely.

Implementation

At Wheatcroft, we follow the Herts For Learning Primary Computing Scheme. The scheme contains five main strands of learning which are 'create', 'digital research', 'digital communication', 'e-worlds' and 'info ... Info'. Teachers are able to adapt the scheme to suit their class' needs. As well as this, we use Project Evolve as a whole school online safety resource to bolster the curriculum. Classes have timetabled access to the computing suite once per week for computing lessons. Key Stage 1 children have access to iPads and Key Stage 2 children have access to Chromebooks for use in the classroom. Technology is used around the school across the curriculum and is not just limited to computing sessions. For example, we use Times Tables Rock Stars and Spelling Shed. Key Stage 2 children are also able to use their Chromebooks as effective research tools across the curriculum.

Impact

Pupil review and reflection are central to learning in computing. Learners will discuss, reflect and appreciate the impact technology has on their independent learning, development and well-being. The way in which we aim to deliver our computing curriculum will support the children in finding the right balance with technology. Finding the right balance between technology use, an effective education and a healthy lifestyle is key for a child's development. Progress of our computing curriculum is demonstrated through pupil outcomes. Our progression maps document shows how each year group further develops and embeds the skills being taught.