Computing

Intent

Technology has created monumental shifts in how we live. New technology is transforming the jobs of the future and, therefore, the skill demands. At Harbinger, the Computing Curriculum we deliver is focused on the National Curriculum objectives for Computing. We plan our curriculum carefully to meet the National Curriculum objectives and to provide children with a balance of opportunities to learn new skills across key areas of Computing, including: Digital Literacy, Information Technology and Computer Science. Within each year group, children are taught to use a range of technological tools in each key area; and from Years 1-6, there is vertical integration of the knowledge that is taught. A coherent yearly overview is planned so children revisit various applications, in different contexts, and build upon their prior knowledge and progress their skills. As the technological world evolves and advances, and so too our responsibilities to keep safe online, the content of the Computing curriculum is designed to be relevant and appropriate.

SEND Provision

An inclusive environment in Computing is vital. When Computing units are planned and designed, consideration is taken to minimise any potential barriers so that all pupils can fully take part. Children who may be working below age-related expectations in core subjects are not necessarily working below in Computing – in some cases, they may excel in this subject and Computing can empower all. To overcome any barriers to participating and learning, some modifications or adjustments will be made to include everyone. For example, providing a 'parallel' activity so that all children are working towards the same learning objective but in a different way; considering multi-sensory approaches to support alternative ways of communicating.

Enrichment

We enhance the Computing Curriculum with extracurricular activities opportunities, such as after-school Coding Club; developing Pupil Voice with Digital Leaders; opportunities to work with, and visit, local and national organisations where children can learn more about the practical application of this subject.

Implementation

Children learn new Computing topics each half-term, for every year group. The learning is cross-referenced to the National Curriculum, ensuring full coverage of objectives and clearly stated on the planning documents. At Harbinger, we are fortunate to have access to Chromebooks, ICT Suite and software including Microsoft 365 and PurpleMash. These resources allow children to build their skills, experiences and proficiency in different technologies, as we help them decide what are the most reliable and appropriate tools to use for a task.

Assessment

At the end of each half-term unit, children's work is saved electronically and, where appropriate, printed, forming a blended portfolio of work. Teachers and the Computing Leader will evaluate and assess children's work against statements that describe age-related expectations outcomes.

Monitoring

The Computing Leader, SLT and Computing Curriculum Advisor from the Local Authority will monitor the teaching and learning of Computing in line with the school development plan and the expectations of our curriculum intent. Monitoring will take place in the following ways, including: work scrutinies, planning scrutinies, lesson observations & pupil conferencing.

CPD

The Computing Lead will lead on the dissemination of good practice in the subject through leading INSET, staff meetings and team-teaching lessons to support teacher's subject knowledge. The school's monitoring, evaluation and development schedule provides an overview of the Computing-related staff meetings, which develop teachers' professional subject knowledge.

As Online Safety is a component of the Computing Curriculum, as well as being part of Safeguarding and PSHE, regular Online Safety training is provided for staff. The Computing Leader works closely with the Computing Curriculum advisor from the local authority. The Computing advisor supports the school by leading staff meetings, modelling and team-teaching lessons across all key stages and helping teachers to develop their subject knowledge. Additionally, The Computing advisor provides ongoing support for the Computing Leader, which includes introducing new resources and initiatives to pursue and trial.

Impact

The Computing curriculum at Harbinger aims to set high expectations, enthuse and inspire children. Children gain knowledge and skills across the three key areas of Computing and are able to transfer and apply their skills and understanding within, and across, subjects. Children are empowered to design and create their own content and not just consume content. Across the school, children will experience using a range of software and hardware, in turn,developing their fluency and depth in the subject. Children will display high levels of creativity, imagination, originality, problem-solving and critical awareness.