

<b>Curriculum Intent</b> (What do we want for the children at St Nicholas?)	<b>Curriculum Implementation</b> (How will we achieve this for our pupils?)	<b>Curriculum Impact</b> (How will we know if we have achieved this?)
<p>Technology is now everywhere and is a huge part of the world and all of our lives. As our children grow up in a fast-developing and ever-changing world, we expect technology to play a pivotal part in their lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to develop skills which enable them to not just consume technology and digital content, but begin to understand how it works and become creators - our broad curriculum encompasses information technology, digital literacy and computer science in order to achieve this goal.</p> <p>As a school we aim to model the positive and safe use of technology, and educate children about how to safeguard themselves online. We want our children to be able to use technology to express their creativity and to enhance their learning across the whole curriculum. We want to provide our children a rich variety of technology and computational thinking experiences, and we hope that by the end of Year 6 they will be able to reflect on their experiences and begin to make their own decisions about what technology to use for a specific purpose.</p>	<ul style="list-style-type: none"> <li>• A scheme of work that enables teachers to consolidate and extend the varying needs of children in their class. We use a mixture of units from Purple Mash and units developed by staff at St Nicholas. Pupils in Key Stage 2 are taught the Key Stage 1 National Curriculum in Computing.</li> <li>• Teachers in EYFS and Key Stage 1 ensure that their children are exposed to, and have experiences using a range of technology, equipment and computer software (e.g. BeeBots, remote control vehicles, iPads and computers) and that the children are shown and taught positive uses for technology in school and in the wider world.</li> <li>• Teachers in Key Stage 2 ensure that there is coverage of all strands of computing across the academic year, i.e. information technology, digital literacy (including online safety) and computer science. The scheme of work divides the three areas across the three terms of an academic year.</li> <li>• The scheme of work is sequenced accordingly so that prior learning is sometimes repeated, then consolidated and built upon.</li> <li>• Using a range of teaching approaches that makes learning interesting and fun with purposeful activities that are mostly practical and are a mixture of on-screen and off-screen activities.</li> <li>• Adults use signs and symbols to support children in their understanding of computing concepts.</li> <li>• Resources and specialised equipment and software are used to support children's specific learning needs. Children have access to a variety of computer software, websites including Purple Mash, Busy Things, Education City and Mathletics. We have lots of practical resources for computing and computer science lessons including remote-controlled vehicles, Bee-Bots, Blue-Bots and Lego WeDo. All Key Stage 2 and most Early Years/Key Stage 1 classes have access</li> </ul>	<ul style="list-style-type: none"> <li>• Teachers use teacher assessment and Evidence Me observations to record formative assessments during learning. The computing scheme of work outlines what all, most and some children will achieve in each unit, and teachers can gauge pupil's achievements using these descriptors.</li> <li>• Children will be able to access and use varied technology responsibly and with confidence.</li> <li>• Children will know some ways they can keep themselves safe online.</li> <li>• Children will know some of the different ways they can use technology for different purposes, and select the most appropriate technology for a task.</li> <li>• Children will be able to create digital content in various forms.</li> <li>• Children will enjoy learning with the support of technology.</li> </ul>

to PCs and all children have access to iPads in their classroom. All classes have interactive whiteboards.

- Computing skills are enhanced, built-upon and developed through cross-curricular learning.
- Activities and learning is differentiated accordingly and any misconceptions are addressed early on - some pupils need lots of repetition of activities to develop basic skills in technology.