

Computing at Buttsbury Primary School

At Buttsbury Primary School the **intent** of our Computing curriculum is to equip children with the knowledge and skills to independently, confidently and safely master a range of hardware and software as consumers and creators. Digital technology plays a prominent role in our everyday lives so it is important that we educate children to be responsible and considerate users of technology. Keeping safe online and offline is paramount and we ensure the children learn how to keep safe when using the Internet.

How is Computing **implemented** at Buttsbury Primary School?

We have a broad and balanced Computing curriculum at Buttsbury Primary School where children are given the opportunity to master their learning by **'applying what they have learnt to a new situation'**.

Units of learning are blocked, well sequenced and build on previous learning. Lessons ensure that progress is achieved through small steps, allowing children to develop their subject knowledge, consolidate skills and apply their learning. Strands in Computing include: Digital Communication and Sharing Information; Collecting, Analysing, Evaluating Real World Data; Control and Programming; Producing and Editing Media; and Modelling and Simulations.

At Buttsbury Primary school, Computing lessons may include:

- Collaborative learning
- Online and offline lessons
- Development of computational thinking (e.g. abstraction, decomposing, debugging)
- PRIMM principles (Predicting, Running, Investigating, Modifying and Making)
- Teaching of online safety in context
- Development of core, transferable skills
- Access to a variety of hardware and software

What is the **impact** of the Computing curriculum on our children?

Our curriculum results in a fun and engaging Computing education in which children work autonomously, confidently and responsibly with a range of technologies and applications. Children apply their knowledge and skills to express themselves responsibly through a range of digital devices both online and offline.

As a result of our Computing curriculum, children are equipped with the necessary knowledge and skills for the next stage of their education at secondary school and at home.

What our pupils say about Computing

EYFS- *"We've learnt how to use a keyboard, all the letters are in the wrong order."*

Year 1- *"We have learned so much about using the computers. I can log into the chromebooks and use paintz.app to paint like other artists."*

Year 2 *"I love going on the computers. I love 'coding for Carrots' I got to the last level by programming the bunny to get all the carrots."*

Year 3 *"I like learning new things, like copying and pasting, and using them in my work."*

Year 4 *"I really like learning about technology. We learn about how things work; we use technology that we haven't used before and we learn how to keep safe online."*

Year 5 *"We use more and more technology in our lives so it is good to find out how it works."*

Year 6 *"Computing is my favourite lesson! I love learning new things in school which I can then use at home, safely!"*