

Windlesham Village Infant School

Computing Subject report 2019

Curriculum Intent

Through our Computing teaching we will offer opportunities for children to:

Early Years (to be reviewed when the new curriculum is launched):

- Complete a simple program on a computer (40-60)
- Interact with age appropriate software (40-60)
- Recognise that a range of technology is used in places such as homes and schools (ELG)
- Select and use technology for particular purposes (ELG)

KS1:

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Curriculum Implementation

Overview of topics:

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R	Using different programs – word, colourmagic, games Typing/mouse control Programmable Toys Understanding and talking about different technologies at home and at school Using a camera Online Safety – Safer Internet Day					
Year 1	Online Safety Grouping and Sorting Pictograms		Coding Safer Internet Day Animated Stories		Spreadsheets Coding Technology Outside School	
Year 2	Coding Online Safety		Spreadsheets Questioning Making Music Safer Internet Day		Effective Searching Creating pictures Presenting ideas	

Progression

This is clearly outlined in the Early Years Foundation Stage document and the National Curriculum Programme of Study for KS1.

Year 1: See Progression of Skills Document (Purple Mash) for further details

Year 2: See Progression of Skills Document (Purple Mash) for further details

Focus of development this academic year:

Developing the use of computing/technology outside of the standard computing lesson.

Upgrade laptop provision or increase the number of I-pads we have available for the children.

I-pads for each class teacher to support them in the development and use of technology within all lessons.

To consider the use of home logins for children to access Purple Mash at home without impacting on lesson provision.

Curriculum Impact

Lesson observations show that children are able to log on to computers independently and save their learning with minimal support; children are motivated to learn in computing lessons.

Children are able to access the internet safely and responsibly, they know where to go for help and support if there is anything that they are not comfortable with.

As a trust we engage parents with e-safety by providing them with information and bringing in outside speakers to raise the profile of e-safety and the use of parental controls.

How does Computing further develop Social, Moral, Spiritual, Cultural values in school?

Respect and the need to be respectful of others when you are online.

The use of technology to allow children to research topics and find out more about other cultures/countries/religions.

Understanding how to use technology in our daily life.

Developing their understanding of the need to use technology in moderation and balance it with other activities.