Notre Dame du Rosaire

Catholic School

"Learning Together, Loving God"

Computing Policy

September 2022 - to be reviewed September 2023

INTENT

Our mission statement 'Learning together, loving God' encapsulates the balance between learning about ourselves, others and knowledge of our world, with the aim of converting this knowledge into understanding and skills that combine to serve our community as a whole.

Within Computing, our curriculum aims to provide every child in the school with digital empowerment so that they can participate fully in modern life. We aim to provide children with competent digital skills, knowledge and understanding so that they can become independent and careful users and creators of technology. It is fundamental that children develop these skills to enable them to explore, understand and influence the world in which they live.

Our intent is to cover the breadth of the Bailiwick Curriculum augmented with powerful knowledge carefully selected to build upon our pupils' starting points of cultural capital.

To this end, our long term plan has been carefully mapped to combine different elements from 3 schemes to ensure engaging, progressive learning which matches the Bailiwick Curriculum requirements. We combine elements from a locally designed curriculum, Project Evolve which provides a digital education toolkit to prepare learners for the digital world and Kapow which aims to instil a sense of enjoyment around using technology whilst also equipping children with skills and knowledge to create, manage, organise and collaborate online.

IMPLEMENTATION

The implementation of our curriculum ensures a balanced coverage of the main aspects outlined in the Bailiwick Curriculum: digital literacy, computing science and digital citizenship.

Digital Literacy

Digital Literacy refers to the skills and knowledge needed to use digital technologies effectively. It includes being able to use computers, the internet, and other digital tools to communicate, find and use information, and complete tasks.

We use a combination of the Kapow computing scheme and a locally designed curriculum to teach Digital Literacy. Both of these approaches provide a structured progression of skills and knowledge that builds upon itself as students move through primary school.

Computer Science

Computer Science is taught mostly through the Kapow scheme, which provides structured, engaging activities that allow children to build upon their subject knowledge and understanding of Computer Science as they move through the school. In addition, "Hive Hackers" lessons are delivered by PwC, which consist of creative sessions that focus on specific programming skills such as sequencing, looping, debugging, and using conditionals. These sessions provide students with

an opportunity to learn about a wide range of computing concepts and techniques in a hands-on, interactive way.

Digital Citizenship
Digital Citizenship refers to the responsible use of digital technologies and is explicitly taught using the Project Evolve toolkit regularly throughout the year. This toolkit covers a wide range of knowledge, skills, behaviours, and attitudes related to online life, and is organised into various strands that address different aspects of digital citizenship. By using the Project Evolve toolkit, we aim to give students the knowledge and skills they need to be responsible and ethical users of digital technologies.

Computing across the Curriculum
In addition to explicitly teaching Computing, we also strive to incorporate Computing concepts and skills into all areas of the curriculum to help students become digitally empowered. This might involve providing continuous provision in EYFS that incorporates Computing, using iPads to annotate diagrams in science, using digital research tools for informative writing in literacy, or using digital apps to enhance learning in maths. All year groups have mapped out a minimum of two learning outcomes within other areas of the curriculum which will be presented through technology.

IMPACT

Our Computing Curriculum has been structured to facilitate a progression of skills and ensures that children can build on their understanding; each new concept and skill is taught with opportunities for children to revisit skills and knowledge as they progress through school.

Teachers assess children's knowledge, understanding and skills in Computing by making observations, through conversations with the children during lessons, and from the quality of the digital content they create. The lesson structure enables teachers to assess and take stock of the children's progress during activities, then provide feedback for them to act upon. Children build a portfolio of evidence which is stored on Class Dojo, and their own J2E and Google accounts. They also have regular opportunities to showcase, share, publish and celebrate their learning and creations.

We encourage our children to enjoy and value the Computing Curriculum we deliver, supporting them to understand why the learning is valuable to them. We promote discussion, reflection and appreciation for the impact Computing has on their learning, development and well-being.

Curriculum Map

		Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
EYFS		**Autumn 1**	**Autumn 2**	**Spring 1&2**	**Summer 1&2**	**Rolling Cycle (every third week)**
	Topic Block	**Digital Literacy** **Technology all around you** Taking photographs (outcome: class photo album) Drawing using technology	**Computer Science** **KAPOW** All About Instructions	**Computer Science** **KAPOW** Beebots	**Digital Literacy** **KAPOW** Introduction to Data	**Digital Citizenship** **Project Evolve** Whole School Digital Citizenship Planning
Year 1		**Autumn 1**	**Autumn 2**	**Spring 2**	**Summer 1 & 2**	**Rolling Cycle (every third week)**
	Topic Block	**Digital Literacy** **Guernsey Curriculum** VL's 'early' stage **Picture Perfect** unit	**Digital Literacy** **KAPOW** Improving Mouse Skills Y1-Improving-mouse-skills-KO.pdf Adaptations for planning: Year 1 Adaptations	**Computer Science** **KAPOW** Algorithms Unplugged Y1-Algorithms-unplugged-KO.pdf	**Computer Science** **KAPOW** Programming (Bee-bots) Y1-Programming-Bee-Bot-KO.pdf	**Digital Citizenship** **Project Evolve** Copy of 1 PSHE/RYear HE/Citizenship Planning - Autumn 2021/22 Whole School Digital Citizenship Planning
Year 2		**Autumn 1**	**Spring 1**	**Spring 2**	**Summer 1**	**Rolling Cycle (every third week)**
	Topic Block	**Digital Literacy** **KAPOW** What is a computer? Y2-Comp-What-is-a-computer-KO.pdf Adaptations for planning: Year 2 Adaptations	**Computer Science** **KAPOW** Algorithms & Debugging Y2-Algorithms-and-debugging-KO.pdf Adaptations for planning: Year	**Digital Literacy** **Guernsey Curriculum** VL's 'early' stage **Finding Information** unit.	**Digital Literacy** **KAPOW** International Space Station Y2-International-space-station-KO.pdf Adaptations for planning: Year 2 Adaptations	**Digital Citizenship** **Project Evolve** Whole School Digital Citizenship Planning

			2 Adaptations		**Creating Media** Stop-motion Y2-Stop-motion-KO.pdf	
Year 3 **(Cycle A)**		**Autumn 1**	**Spring 2**	**Summer 1**	**Summer 2**	**Rolling Cycle (every third week)**
		1 Class **Computer Science** **Hive Hackers - Level 1**	**1 Class** **Computer Science** **Hive Hackers - Level 1**			
	Topic Block	**2 Classes** **Digital Literacy** **KAPOW** Networks and the internet Y3-Networks-and-the-Internet-KO.pdf Adaptations for planning:Year 3 Adaptations		**Digital Literacy** **Guernsey Curriculum** VL's 'middle' stage **Picture Perfect** unit?	**Digital Literacy** **KAPOW** Video trailers (using iPads) Y3-Digital-literacy-KO-1.pdf Adaptations for planning:Year 3 Adaptations	**Digital Citizenship** **Project Evolve** Whole School Digital Citizenship Planning
Year 4 **(Cycle B)**		**Autumn 2**	**Autumn 2**	**Spring 2**	**Summer 2**	**Rolling Cycle (every third week)**
	Topic Block	**Digital Literacy** **KAPOW** Collaborative Learning Y4-Collaborative-learning-KO-1.pdf Adaptations	**Computer Science** **KAPOW** Further coding with Scratch Y4-Further-coding-with-Scratch-KO.pdf	**Digital Literacy** **Guernsey Curriculum** VL's 'middle' stage **Finding Information** unit.	**Digital Literacy** **KAPOW** Website design Y4-Website-design-KO-1.pdf Adaptations for planning:	**Digital Citizenship** **Project Evolve** Whole School Digital Citizenship Planning

		for planning: Year 4 Adaptations	Adaptations for planning: Year 4 Adaptations		Year 4 Adaptations	
Year 5 (Cycle A)		**Autumn 1**	**Spring 1**	**Summer 2**		**Rolling Cycle (every third week)**
	Topic Block	**Digital Literacy** **Guernsey Curriculum** VL's 'bridging' stage **Picture Perfect** unit?	**Computer Science** **Hive Hackers (1 week)**	**Digital Literacy** **KAPOW** Stop Motion Animation Y5-Stop_Motion_Animation_KO.pdf Adaptations for planning:Year 5 Adaptations		**Digital Citizenship** **Project Evolve** Whole School Digital Citizenship Planning
Year 6 (Cycle B)		**Autumn 1**	**Spring 1**	**Summer 1**	**Summer 2**	**Rolling Cycle (every third week)**
	Topic Block	**Digital Literacy** **Guernsey Curriculum** VL's 'bridging' stage **Finding Information** unit?	**Digital Literacy** **KAPOW** History of computers Y6-History-of-computers-KO.pdf Adaptations for planning: Year 6 Adaptations	**Computer Science** **Programming/ Hive Hackers** Intro to Python? Adaptations for planning: Year 6 Adaptations	**Digital Literacy** **KAPOW** Bletchley Park Y6-Bletchley-Park-KO.pdf Adaptations for planning: Year 6 Adaptations	**Digital Citizenship** **Project Evolve** Whole School Digital Citizenship Planning