

Mary Tavy and Brentor Primary School

Intent, Implementation and Impact Statement:



A great curriculum responds to the needs of individuals and enables them to flourish academically, spiritually, morally socially and culturally. 'Enjoy' is personified in many ways when describing the intent of the curriculum at Mary Tavy and Brentor Primary School. We aim to provide a broad and balanced education that empowers and challenges children. It defines what children will learn at each stage of their education, preparing them for future success, hungry to learn more with an aspiration to achieve at the highest level across all aspects of their life.

Computing

Intent

All pupils at Mary Tavy and Brentor Primary have the right to have rich, deep learning experiences that balance all the aspects of computing. With technology playing such a significant role in society today, we believe 'Computational thinking' is a skill all children must be taught if they are to be able to participate effectively and safely in this digital world. We deliver our curriculum through Purple Mash. A high-quality computing education equips pupils to use creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. At Mary Tavy and Brentor Primary the core of computing is Computer Science in which pupils are introduced to a wide range of technology, including laptops, iPads and interactive whiteboards, allowing them to continually practice and improve the skills they learn. This ensures they become digitally literate so that they are able to express themselves and develop their ideas through information and computer technology– at a level suitable for the future workplace and as active participants in a digital world. We teach a curriculum that enables children to become effective users of technology who can:

- * Understand and apply the essential principles and concepts of Computer Science, including logic, algorithms and data representation.
- * Analyse problems in computational term and have repeated practical experience of writing computer programs in order to solve such problems.
- * Evaluate and apply information technology analytically to solve problems.
- * Communicate ideas well by utilising appliances and devices throughout all areas of the curriculum.

Internet Safety

Mary Tavy and Brentor Primary takes internet safety extremely seriously. Every year group participates in lessons on e-safety and children understand how to stay safe when using technology. You may find the following links useful to help your child stay safe online at home:

Understanding social networking sites and how to keep your children safe.	Common sense media
Great advice to help keep your children safe online.	Think U Know
Understand and share the world of social networking websites with your children.	Make it Secure
Safety information for parents.	Safer Internet
Keep up to date with any e-safety issues.	ChildNet

Implementation

The curriculum leader provides a long-term plan for each year group, which also outlines useful resources and support for teachers. Teachers, as a part of their planning process, plans the following:

- A knowledge organiser which outlines knowledge (including vocabulary) all children must master.
- A cycle of lessons for each subject, which carefully plans for progression and depth.

- A low stakes quiz which is tested regularly to support learners' ability to block learning and increase space in the working memory.
- Challenge questions for pupils to apply their learning in a philosophical/open manner.

Impact

Our Computing curriculum is high quality, well thought out and is planned to demonstrate progression. If children are keeping up with the curriculum, they are deemed to be making good or better progress. In addition, we measure the impact of our curriculum through the following methods:

- A reflection on standards achieved against the planned outcomes.
- Children can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- Children can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.
- Children can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
- Children are responsible, competent, confident and creative users of information and communication technology (school values)
- Children can discuss their learning.

