

Our School

Our School is proud to be part of the Roman Catholic community in the Parish of St Joseph's Ramsbottom. Our school has a distinctive character, because everything we do is based on the values of the Gospels. The purpose of our community is to recognise the worth and dignity of all and to fully develop the talents of each person.

St Joseph's Mission Statement

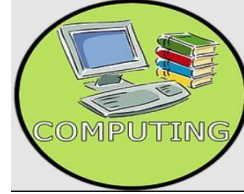
There are three things that last:
FAITH, HOPE and LOVE;

"Love one another as I have loved you."

Computing

'It is he who made the earth by his power, who established the world by his wisdom, and by his understanding stretched out the heavens.'

Jeremiah 10:12



Computing Curriculum Intent

At our school we want pupils to be masters of technology and not slaves to it. Technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators not consumers and our broad curriculum encompassing computer science, information technology and digital literacy reflects this. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology (especially social media) to model positive use. We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. Building our knowledge in this subject will allow pupils to effectively demonstrate their learning through creative use of technology.

We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skillful computer scientists.

We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope that by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

Impact

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study. Pupils will know how to 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. Pupils will recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Children have regular opportunities to revisit and consolidate prior skills and knowledge to help them become confident computer technician.

Moderation

The subject leader for Computing carries out regular monitoring throughout the year. This involves updating staff on the Teach Computing scheme of work, pupil interviews and learning walks.

Pupils Voice

"Computing lessons are good because we get to go on the iPads and find out about different people and things that have happened in the world."

"I love learning coding because I want to be a game designer when I'm older."

Intent

1. To build on this knowledge and understanding so that pupils are equipped to use information technology to create programs, systems and a range of content.
2. To ensure that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.
3. To ensure that pupils can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
4. To ensure that pupils can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
5. To enable pupils to evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
6. To ensure that pupils are responsible, competent, confident and creative users of information and communication technology.

Implementation

- Pupils are taught to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Pupils are taught to create and debug simple programs in KS1 and design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- Pupils are taught to use logical reasoning to predict the behaviour of simple programs and in KS2 they will be taught how to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- Pupils learn how to use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Pupils are taught how to recognise common uses of information technology beyond school understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- Children learn how to use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Children are taught how to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Children learn how to select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Resources and Extra Opportunities

- Annual Online Safety workshops for parents and pupils
- Cross curricular opportunities
- Online Safety newsletters for parents and carers
- Apps used in lessons such as scratch, iMovie, Stop Motion
- Cross curricular online resources include TTRockstars, Ed Shed, Seesaw, Learning by Questions