Computing

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."

Our Mission Statement is supported by the following aims and how we expect to fulfil them:

- Together as adults and children, we respect, value and cherish each other as unique individuals.
- Everyone has something special to give; we look for ways to recognise, nurture and celebrate each other's talents. We shall strive to offer a broad and differentiated curriculum.
- Our community is a partnership between home, school and Parish.
- We provide a welcoming, well maintained, safe and happy environment.
- Our Faith life is an integral part of our community.
- We will strive to be living witnesses of Christ's teaching within the world community.

St Joseph's Culture Statement

If we do nothing else today, we will show
Love, Faith and Hope.
The most important things we must ensure today, are that our children learn, are safe and are happy.

Moderation

The subject leader for Computing carries out regular monitoring throughout the year. This involves updating staff on the Purple Mash 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."

Objectives

The national curriculum for computing aims to ensure that all pupils:

♣ can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation

♣ can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems

♣ can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems

♣ are responsible, competent, confident and creative users of information and communication technology.

Non- negotiables

These non- negotiables are followed by staff throughout the year:

1. Set clear objectives (WALT) for children using subject-specific vocabulary and success criteria (WILF)
2. Online safety should be integral to all work in computing and revisited and discussed regularly.
3. Aim for one session of computing per week and children should save work on their individual file/own Purple Mash login.
4. 50% digital literacy, 25% computer science, 25% Information Technology – how things work.
5. Build on children's existing knowledge and rehearse familiar concepts before moving onto something new.
6. Computing lessons should be practical and purposeful and linked to topic where possible.
7. Some sessions should include off-screen activities to support learning.
8. Pupils should be given opportunities to make mistakes and try things out in different ways.
9. Pupil to pupil learning should be valued.

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 skilful 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.

Resources and Extra Opportunities

- Annual Online Safety workshops for parents and pupils
- Now Press Play
- Lego WeDo 2 Robotics Coding Workshop - 2022
- STEMgineers workshop - 2022