Computing: Intent, Implementation and Impact

Intent
What skills and knowledge do we intend our children to gain?

At Westfield Primary School and Nursery we aim 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.

As such we have designed our curriculum around 4 key areas: **computer science, information technology, digital literacy** and **online safety**. The combination of these areas equips our children with the ability to safely and confidently use a computer.

With technology being so significant in society today, Westfield Primary School provide all pupils with the opportunities to understand the importance and be able to use creativity to understand and change the world. This will be conducted not only in computing lessons, but any other subject where it will aid learning and show practical applications.

Implementation
How has the curriculum been developed, how is it taught and how is it assessed in order to support our children to build their knowledge and apply that knowledge as skills?

The National Centre for Computing Education (NCCE) computing scheme is used at Westfield Primary school. Progression is evident through the advancing of skills required to move through the years from year 1 up to year 6. Each year group completing units in the following: computing systems and networks; creating media x 2; programming x 2; data and information.

- Resources include lesson plans, slides, activity sheets, homework and assessments.
- Each key stage has a teacher guide and curriculum map.
- Built around an innovative progression framework where computing content has been organised into interconnected networks - learning graphs.
- Created by subject experts, using the latest pedagogical research and teacher feedback.
- All of the content is free to use, and in formats that make it adaptable to meet the needs of all learners.

Throughout the year there will be mention of internet safety, within the class and also in an annual assembly for Internet Safety Day (February).

A Code Club is run weekly for years 5 and 6 to attend as an after school club.

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There is a constant dialogue between teaching staff and the computing subject co-ordinator to ensure that all necessary CPD is carried out, and also that all necessary software and hardware are available to complete the curriculum.

Impact
What outcomes will or have our children achieved as a result of the curriculum they have received?

Having worked their way through the computing curriculum at Westfield Primary school, the pupils will be better able to enter the world with sufficient skills and knowledge to use technology effectively and more importantly, safely. We will produce good digital citizens. Each year group use a floor book to showcase the work