A voyage of discovery – We are sailing to success together… Computing

INTENT	**AIMS**
	At Trafalgar Community Infant School, 'we keep safe' is a core value so we model and educate our children on how to use technology positively, responsibly and safely. All children have equal and inclusive opportunities to achieve highly. Our knowledge rich curriculum is balanced and provides children with opportunities to apply their knowledge creatively, which will in turn help our children become skilful computer scientists. We understand that technology is everywhere and is becoming a pivotal part in children's lives, so we embed computing across the whole curriculum, making links to other curriculum areas in a creative and accessible way. We ensure children have equal opportunities to work collaboratively with a range of technology. We want our pupils to be fluent with a range of tools that best express their understanding, and for them to have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

IMPLEMENTATION	**APPROACH: Holistic, physical , well-being, healthy lifestyle, intellectual, personal, social, emotional, spiritual, moral and cultural**		
	Computer Science	Information Technology	Digital Literacy
	Computational Thinking	Word Processing/Typing	Self Image and Identity
	Programming	Data Handling	Online Relationships
	Computer Networks	Presentations and eBook	Online Reputation
		Animation	Online Bullying
		Video creation	Managing Online Information
		Photography and Digital Art	Health, wellbeing and Lifestyle
		Sound	Privacy and Security
	We feel the majority of computing should be embedded across the curriculum. Although a timetabled Computing session is sometimes used, we hope this approach will allow for flexibility; using technology to demonstrate learning in other subjects. When used, a timetabled computing session should focus on one of two elements: An Explicit Computer Science lesson or A Tinkering Session. The computer science part of the computing curriculum will often, but not always, need a more explicit approach. That is not to say it can't be embedded across the curriculum. A tinkering session looks at introducing a new app or tool and giving children opportunity to experiment and familiarise themselves with the different elements and tools before it can be applied in a more focused approach across the curriculum.		

IMPACT	CHILDREN MAKE EXPECTED OR GREATER THAN EXPECTED PROGRESS
	We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well-being. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this. The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil's knowledge and skills digitally through tools like 2 Simple-Evidence Me and Purple Mash and observing learning regularly. Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes.