SUBJECT Computing		
INTENT	**IMPLEMENTATION**	**IMPACT**
At Dunalley Primary School, we aim to prepare our learners for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever-changing digital world. As a school, we have adapted the Teach Computing curriculum and Project Evolve to develop a rich, ambitious curriculum for all pupils that meets the requirements of the National Curriculum and the EYFS framework. Our computing curriculum has been designed to develop pupils' skills in programming, handling data and presenting content in a wide range of media and multimedia forms. Understanding the suitability, reliability and appropriate use of technology and information underpins the curriculum. The units of work are based on a spiral curriculum; pupils revisit each theme through a new unit that consolidates and builds on prior learning within that theme. Each unit is inclusive and ambitious. Each lesson is sequenced so it builds on learning from the previous lesson and, where appropriate, activities can be scaffolded so pupils can succeed and thrive. Exploratory tasks foster a deeper understanding of a concept, encouraging pupils to apply their learning in different contexts and make connections with other experiences. Computing is ever changing. In order to stay up to date, the schemes that we use are updated every year and consequently the Dunalley Computing Curriculum will be updated yearly to account for any changes. This ensures that our pupils are being taught using the most up to date concepts and resources available. **Online safety** The safety and wellbeing of our pupils is of the utmost importance. Whether at home or school, online safety is crucial as we want our children to feel safe and act responsibly when engaging with content online. Aware of the ever-changing nature of the online environment, we are striving to strengthen and update the children's understanding through sessions taught each half term. We also recognise that external expertise is beneficial to our whole school community. Our Year 4 pupils benefit from attending an interactive play called 'In the Net'. Our Year 5 pupils benefit from activities at Skillzone whilst our Year 6 pupils receive online safety training from visiting police officers.	Since the start of the Spring term 2022, all teachers have been using the Teach Computing and Project Evolve planning. The 'Dunalley Computing Curriculum' clearly shows which units should be taught when to ensure progression within and between year groups. Computing is taught each term. This can be in weekly lessons or as a block of work depending on the individual unit. Teachers use the planning to enable them to teach the unit of work. Lessons are adapted to suit the needs of the class and other curriculum subjects being taught simultaneously. Subject knowledge support is readily available through the schemes of work and also by asking the Computing Lead or through our supportive school community. Online safety will be taught every term using Project Evolve and linked with other areas of the curriculum where possible: anti-bullying week, health week and safer internet day. Additional support We ensure that all children can access learning by: • Small group or 1:1 support where and when necessary • Afl strategies used in the classroom to assess children's learning and adapt teaching or tasks where necessary • Scaffolded activities provide pupils with extra resources, such as visual prompts, to reach the same learning goals as the rest of the class. • Exploratory tasks foster a deeper understanding of a concept and encourage pupils to apply their learning in different contexts. SEND or EAL children can be supported by: • Pre-teaching vocabulary prior to beginning the topic • Seating children alongside good role models to support one another • Providing scaffolding: visual or practical prompts In EYFS there is a planned sequence from Nursery to Reception through the mapped Educational programmes which involve activities and experiences for children, as set out under each of the areas of learning. Although Computing is not taught directly in EYFS, teachers plan for children to develop their use of technology through continuous provision.	**Assessment** • Teachers complete assessment sheets at the end of each unit of work against agreed criteria for the unit in Y1-6 • Self and peer assessment by pupils **Foundation subject books, photographs and videos** • Children record work in their Foundation Subject books. This will include written work and photographs of completed projects. **Online evidence on the Cloud** • Teachers are able to save a sample of work from each unit within the school Cloud. **Pupil voice** Children will be able to articulate their learning in Computing by: • talking about the units of work they have studied using Computing vocabulary • Sharing their learning by discussing the work produced **Monitoring** The subject leader monitors the subject through: • ensuring coverage of the units of work • reviewing final outcomes • Reviewing work in books and on the cloud • pupil conferencing to ensure that pupils are able to articulate their learning • lesson observations / learning walks • support to teachers in developing subject knowledge in 1:1 sessions, modelled lessons and staff meetings • subject review by link Governor **EYFS:** Assessment at the end of Reception is completed using the Early Years Foundation stage profile using the Early Learning Goals which support teachers to make a holistic, best-fit judgement about a child's development, and their readiness for year 1. Nursery & Pre-School children will be able to talk about and develop their ideas through computing confidently using the resources available. We will monitor the impact to ensure children are 'on track' in the developmental age band 3 -4 years.

Our online safety sessions, following a programme from Project Evolve, cover eight key topics: • Self image and identity • Online relationships • Online reputation • Online bullying • Managing online information • Health, wellbeing and lifestyle • Privacy and security • Copyright and ownership EYFS plan for children to develop their use of technology throughout their continuous provision. Children are taught online safety discretely and through play. Our intention is that Computing also supports children's creativity and cross curricular learning to engage children and enrich their experiences in school. Laptops and iPads are used widely across the curriculum and apps such as Learning Village and Widgit have proven to enable children to make progress in other areas of the curriculum.		