“Love Learning, Love Life…in all it’s fullness”

Computing Curriculum Intent, Implementation and Impact Overview
At Holyport Primary School, we encourage children to express their creativity and enhance their understanding of technology. Technology is everywhere and is already playing a vital role in children’s lives, so we want to utilise that opportunity and develop a life skill that will support the children throughout the educational journey, as well as adult life. We aim to model and educate our pupils on how to use technology positively, responsibly and safely, helping our children become more creative and confidence in using technology, through the broad curriculum that we are slowly implementing across all year groups to create a smooth development of skills and knowledge that will support the children’s success. We want our pupils to understand that there is always a choice with using technology and aim to build the children’s knowledge and confidence through careful curriculum planning and development of different areas, throughout the whole school, allowing for progression and growth for the children. We aim to continue to build our knowledge in Computing to allow pupils to effectively demonstrate their learning through creative use of technology as 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 and will always approach it safely to reflect the importance of technology in the current world today, educating the children to make a positive impact on their understanding. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively, showing independence when confident and support those that need it to create confidence and support each individual child. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. Our pupils will be fluent with a range of tools to best express their understanding and by Upper Key Stage 2, children will have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

INTENT	RESEARCH	IMPLEMENTATION	PLANNED IMPACT
Intention 1 **To fully embed computing across the curriculum, to**	The majority of head teachers (88%) and teachers (84%) indicated that technology had or would	**At Holyport, we have a well-equipped computer suite, which is used and enjoyed by all pupils across a variety of lessons.** Children will have planned opportunities, throughout the curriculum, to access the Computer room to support their learning	Children will engage with curriculum learning at a deeper level, promoting further enjoyment and retention.

enhance knowledge and understanding of topics that will develop their learning throughout the term. To make learning more fun, engaging and high-quality to enhance understanding.	contribute to improved pupil attainment. Over half believed that this positive impact had already been experienced (headteachers 55%, teachers 57%). • The majority of headteachers (74%) and teachers (65%) also indicated that technology already had, or would in the future, contribute to reduced workload. • Pupil barriers were perceived by teachers to be major barriers and the availability of technology (94%) and internet connectivity (90%) in pupils' homes were perceived to be the biggest barriers to increased uptake of EdTech after cost and budget. Pupils' digital skills were also perceived as a barrier, although to a lesser degree. *(Ed Tech Survey 2020-21)*	of different subjects. Whether that is creating PowerPoints, Word documents or research. Children will work collaboratively develop skills that will, in turn, improve subject knowledge and allow them to be creative. **Children's work is stored securely on our internal systems.** Each class will have a folder where children can save and upload their work. This allows them the opportunity to continue to develop, edit and improve the previous learning that they have undertaken. **Assemblies/Events** Opportunities for Computing to be incorporated into whole school/class assemblies. As well as undertaking Internet Safety Day (7th February 2024) each year. We will actively seek out opportunities for pupils to be creative with computing including when presenting work to each other and the wider school community, for example, class assemblies.	Children will recognise and apply key Computing skills. Children will be able to develop independence and confidence when using technology. All pupils are encouraged to incorporate prior knowledge and skills in order to make good progress within the subject. The large majority of children will achieve age related expectations by the end of the year ~ *children with prior knowledge or opportunities outside of school will excel.*
Intention 2 **To build a Computing curriculum, which encourages practical skills for all children, in order to build confidence and**	• Teachers were also broadly positive about the impact of technology on the time taken to complete teaching-related tasks, especially for collaborating and sharing resources with	**<u>Year group-based planning with wide coverage of areas of Computing.</u>** **<u>Curriculum –</u>** iLearn2	Children will recognise and apply key Computing skills. Children will be able to develop independence and confidence.

ensure retention of knowledge and development of skills. Giving them opportunities to practise different areas of technology and an encouraging environment to promote enjoyment and understanding.	other teachers, tracking pupil progress, planning lessons or curriculum content, and delivering lessons. • Head teachers in particular believed that the use of technology had saved them time on key tasks, most commonly for financial management, engaging with parents and governance, plus pupil data management and timetabling for secondary schools. *(Ed Tech Survey 2020-21)*	The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures 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.	The large majority of children will achieve age related expectations by the end of the year ~ *children with prior knowledge or opportunities outside of school will excel (which we will encourage).*

CURRENT ACTION POINTS - for further details see our Computing Action Plan

- To ensure technology within school supports the curriculum which allows children to be exposed to all areas of technology and computing.
- Ensure scheme of work is developed and easy for teacher's to access for planning and teaching.
- To monitor planning and assessment for all year groups- is feedback useful to children's development?