

Computing at Ladysmith Federation

Intent

At Ladysmith Federation, we have developed our computing curriculum around the three core areas of Computing: Computer Science (programming and understanding how digital systems work), Information Technology (using computer systems to store, retrieve and send information) and Digital Literacy (evaluating digital content and using technology safely and respectfully). By the time the children leave Ladysmith Federation, they will have gained key knowledge and skills in these three main areas of the computing curriculum, which will ensure a solid grounding for future learning and beyond.

Implementation

At Ladysmith Federation, we largely follow the Teach Computing curriculum, with included additional modules designed to meet the needs of our settings. This curriculum has been developed by the National Centre for Computing Education (NCCE), an organisation funded by the DfE and key partners, to ensure that every child has access to a research-led and thorough computing education. They have developed a spiral-based curriculum, meaning that children leave primary school having learnt and revisited key computing skills and, therefore, have developed depth in their knowledge and skills over the duration of their computing education. Both schools have a dedicated computer suite and a range of portable technology such as Ipads, Chromebooks and tablets. This allows all year groups to have the opportunity to use a range of devices and programs to use across the wider curriculum, as well as discrete computing lessons. Making use of cross-curricular links motivates pupils and supports them to make connections and to use and further develop skills taught.

Impact

The implementation of this curriculum ensures that when children leave Ladysmith Federation, they are competent and safe users of technology. They will have developed skills to express themselves, be creative in using digital media and be equipped to apply their skills in Computing to different challenges going forward. We measure the impact of our computing curriculum using the following methods:

- Self-assessed 'I can' statements (Junior School)
- Evidencing work using Seesaw – a digital learning journal (Infant and Nursery School)
- Children's work saved onto their individual accounts
- Talking to the pupils about their learning
- Teacher observations
- Annual reporting