



Meare Village Primary School  
*'Four walls that hold tomorrow'*



OVERVIEW OF COMPUTING

**Why this subject is important in our school:**

Technology is everywhere and will play a pivotal part in pupils' lives. We want to model and educate our pupils on how to use technology positively, responsibly and safely.

We want our pupils to be creators—not merely consumers, and our broad curriculum reflects this.

We want our pupils to be able to operate in the 21st century workplace, and to know the career opportunities that will be open to them if they study computing.

Through our computer science lessons we want our pupils to develop creativity, resilience, problem-solving, and critical thinking skills.

By the time they leave Meare, children will have gained key knowledge and skills in the three main areas of the computing curriculum: 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).

**How we will measure impact:**

We have created a comprehensive progression document for staff to follow to best embed and cover every element of the computing curriculum. The knowledge/skills statements build year on year to deepen and challenge our learners.

Progress is assessed on an on-going basis using the assessment materials provided within the NCCE planning. These materials include self-assessment sheets, teacher assessment sheets and short summative assessment tests. This ensures teachers are aware of individual pupil's progress in computer science, information technology and digital literacy.

Children are encouraged to evaluate their own and others' work in a positive and supportive environment, including peer assessment.

Teacher's judgments are supported through an electronic portfolio of evidence which provides examples of age-expected attainment.

**How this subject is organised in our school:**

We base our computing curriculum around the DfE's NCCE scheme, ensuring full coverage of the 2014 computing curriculum. We particularly value the NCCE planning as the knowledge and skills taught in KS1 & KS2 progress seamlessly into KS3 and beyond. We supplement the NCCE resources with material from organizations such as Barefoot Computing, RaspberryPi.org and Code.org, ensuring our pupils have enjoyable and engaging computing lessons.

In addition to discrete computing lessons, our teachers embed computing across the whole curriculum to make learning creative and accessible. A variety of fiction and non-fiction texts are also being used to enrich children's experiences and learning in this subject.

Initially set up to support learning during lock-down, Google Classroom has become an integral part of computing at Meare. We have more than forty Chromebooks that are used to support learning in all subjects.

At Meare, computing and D.T are very much intertwined. By the end of Key Stage 2, all pupils will have learned 3D modeling (using Tinkercad), and will have 3D-printed several of their own designs.

E-safety is incorporated throughout the NCCE planning, and we supplement this with termly 'Active Bytes' lessons.



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