Computing at Fourfields

Intent

The world of technology is rapidly changing and schools must play their part to equip children for the modern world. Through our computing curriculum at Fourfields we aim to give our pupils key life-skills that will enable them to access new technology in a socially responsible and safe way. Our curriculum will teach children about computers and computer systems as well as how they are designed and programmed. Learners will have the opportunity to gain an understanding of computational systems of all kinds. We will enable pupils to analyse, explore and present information in a variety of ways. A key goal of computing at Fourfields is to enable children to become independent learners who gain both confidence and enjoyment from their computing lessons.
By the time pupils leave Fourfields they will have gained knowledge and skills in the three areas of our computing curriculum:

- Computer science
- Information technology
- Digital literacy

We believe that a strong foundation in computing and technology will give our pupils the best opportunities to access the ever-changing world that lays ahead.

Implementation

At Fourfields, computing is taught in discreet dedicated lessons. The use of dedicated computing lessons allows the children to focus on and develop their computational thinking and knowledge over each computing topic. However, where appropriate, meaningful links are also made and explored within other areas of the curriculum – especially science, maths and design technology. Teachers use the 'Kapow' computing scheme as a starting point for the planning of lessons. To ensure full coverage of the National Curriculum as well as appropriate progression, knowledge and skills are mapped across each year group.
Each year group will explore the ideas of digital literacy, computational thinking and computers and hardware. A focus on online and digital safety will be evident within all year groups.
The school has a whole class set of Chromebooks to assist in the delivery of lessons. We also have access to a large number of iPads to help computing in the wider curriculum. Resources are constantly being updated to move with the fast changing world of technology.

Impact

Our approach and delivery of the curriculum results in an engaging, and high-quality computing education for all children. The quality of learning will be evident through each child's portfolio of work which will can be accessed through Google Classrooms. Every unit of work will give an opportunity for the class teacher to evaluate and assess the learning of the child.

Each child will leave Fourfields:

- As confident users of technology - able to use it to complete a wide variety of goals, both inside school and within the wider world.
- With a comprehensive knowledge and understanding of the implications of technology and digital systems.
- Understanding how to be safe when accessing technology.