

Weston Park Primary School

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Computing Intent statement

The purpose of this document is to clarify the how, why and what linked to the teaching of computing at Weston Park Primary School.

Intent: Introduction, Vision and Philosophy

Our aim is to deliver a high-quality, progressive computing curriculum that equips pupils to use computational thinking and creativity to understand and change the world they live in and prepares them to thrive within a technology dominated world. The computing curriculum links with maths, science and design technology and builds on the Understanding of the World aspect of the EYFS curriculum specifically linking to the technology Early Learning Goal.

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 create programs, systems and a range of content.

The computing curriculum is designed to ensure that pupils become digitally literate at a level suitable to prepare them for the next stage in their education, the future workplace and as active participants in a digital world by enabling them to use, express themselves and develop their ideas through information and communication technology.

E-safety is at the heart of the computing curriculum and a part of every lesson ensuring that children are equipped with strategies that enable them to make confident and safe judgements about their online activity at school and at home.

Pupils in EYFS are exposed to a range of technology that gives them the opportunity to demonstrate that they recognise that a range of technology is used in places such as homes and schools and to select and use technology for particular purposes. Pupils within KS1 and KS2 experience lessons where they are able to learn and build on skills that progress from lesson to lesson, unit to unit and year group to year group.

Implementation: What does Computing look like at WPPS?

The technology aspect of the EYFS curriculum is an integral part of day to day learning opportunities enabling children to meet the technology aspect of the Early Learning Goals. In KS1 and KS2 computing is usually taught in a weekly lesson but is sometimes blocked to enable a specific project to be completed.



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We use a scheme of work in KS1 and KS2 that is project led and enables pupils to develop and apply skills in purposeful ways. The planning is adapted by class teachers to make it appropriate to their class. The content of the national curriculum programme of study is fully covered and has been divided in to three sections within this: - e-safety, digital literacy and coding. The planning structure uses the PRIMM (Predict-Run-Investigate-Modify-Make) methodology for teaching coding to support learners throughout each stage of learning programming.

Impact: Evidence and Assessment

Evidence of progress is collated in a number of ways. Work is collected in named school files on the server where pupils save their work. The computing leader monitors this work and conducts pupil conferencing to evaluate the impact of the computing curriculum. Pupils are asked questions to elicit what they have learned as well as being assessed on their technical skills. Teachers assess through observing children working on tasks, through their contributions to class discussions and in peer discussions. Teachers also use DCPro to assess the final outcome of each unit.



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