Ormiston Cliff Park Primary Academy
Academy Self Evaluation 2022-2023
CURRICULUM AREA: Computing

Staff members: Adam Walsh

Judgement -

Quality of Education

Intent
The computing curriculum at KS1 and KS2 must equip children with the knowledge and skills to participate and understand a rapidly changing technological world. The teaching of this subject will enable the development of computational thinking and creativity with links to other areas of the curriculum. Children will also gain a secure understanding of the benefits and risks of using ICT in the wider world and e-safety. Children will be immersed in key vocabulary which will allow them to talk confidently about computers and computing.

Implementation

The high-quality teaching and learning of ICT will support the developing of children's understanding and use of related vocabulary. The school will follow the National Centre for Computing Excellence scheme (Teach Computing), which will cover a wide range of units. This will support their ability to apply their knowledge and understanding in lessons. Children should be taught to problem solve and develop skills in debugging, reading and interpreting algorithms, coding and representing data in different formats. They will become familiar with a range of hardware and software and how they are used to achieve specific purposes in wider society. They will have an understanding of how use programming language and coding computer software, which will develop and enhance their computational thinking. They will be proficient in e-safety and grasp the importance of the dangers and risk of being online and steps to take to ensure their own safety and the safety of others.

Impact
The impact of the computing curriculum at Ormiston Cliff Park Primary Academy will enable children to be digitally literate, with an understanding of the benefits and risks of living in a digital world. They will be able to draw on their ICT skills in other curriculum areas (such as creating graphs in maths, create pieces of art or carry out their own learning and lines of enquiry). Children will be able to problem solve when faced with new and unfamiliar technologies and draw upon these skills when tackling problems in other areas of the curriculum, making use of their declarative and procedural knowledge of computational thinking.