



Intent

At Newlands, we want our pupils to be creators not just consumers of technology. Technology is everywhere and will play a pivotal part in students' lives, thus we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators, publishers not only consumers and our broad curriculum encompassing computer science, information technology and digital literacy reflects this. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology (including the use of social media) to model positive use.

We recognise that the best prevention for many of the issues we currently see with technology/social media is through education. We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively, which will in turn help our pupils become skilful computer scientists. We encourage staff to try and embed computing across the whole curriculum, linking computing skills and apply these into their topics; making learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

Implementation

We have a comprehensive progression of skills in computing document for staff to follow to best embed and cover every element of the computing national curriculum. The knowledge/skills statements build year on year to deepen and challenge our learners. Staff also use a range of planning and resourcing tools to teach the computing curriculum and to transfer these skills into topic work across the curriculum.

Information technology	Computer science and technology in our lives	Digital literacy
Word processing and typing	Computational thinking	Self-image and identity
Data handling	Programming	Online relationships
Presentation, web design, e-book	Computer networks	Online reputation
Animation		Online bullying
Video creation		Managing online information
Digital art and photography		Health, well-being and lifestyle
Sound		Privacy and security
		Copyright and ownership

Impact

We encourage our children to enjoy and value the curriculum we deliver. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well-being. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this.

The way that our pupils share, collaborate, choose to present and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil's knowledge and skills digitally through tools like Seesaw and many post-teaching tasks such as quizzes and vocabulary matches as well as observing learning regularly.

Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes. A variety of evidence for these outcomes can be seen published in children's topic books, on big sheets, photographs, on the school website and on seesaw.