Computing
at Wolverton Primary School

Intent
We want pupils to leave primary school as confident, capable and creative users of digital technology, with a secure understanding of the fundamental principles of computer science and as safe, responsible and discerning digital citizens.

Aims for Computing
We want pupils to understand and change the world through logical thinking and creativity gained via their studies of the four key areas of computing :computer science, information technology, digital literacy and online safety. The core of computing is computer science, in which pupils are taught the principles of information and computation, and how digital systems work. Computing equips pupils to use information technology to create programs, systems and a range of media. It also ensures that pupils become digitally literate – able to use, express themselves and develop their ideas through information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Impact
Explicit learning objectives and success criteria are shared with the pupils at the beginning of each lesson. Pupils' learning and understanding is assessed against these objectives which link directly with the NC objectives and this is used to inform short term plans.
Work produced throughout taught units are assessed to provide summative judgements which are used to inform future planning and intervention. Leaders conduct regular monitoring activities to establish impact across the school.

Implementation
The Purple Mash Scheme of Learning provides the basis on which staff begin to plan their lessons.
Concepts are delivered in blocks designed to give sufficient time for pupils to explore and understand concepts in depth.
Knowledge organisers and vocabulary overviews for each unit are used to support pupil's learning.
Mixed age overviews enable teachers to sequence computing lessons within each class and ensure coverage of the national curriculum across the year and the school.