Subject on a Page: Computing

Intent: What do we aim to deliver?

At Holmer Green Junior School, we understand the important role which information technology plays in everyday life and want all of our pupils to be able to grow up into responsible, digital citizens who are able to use technology in order to express their ideas and overcome any challenges which they are set.

Computing lessons are taught weekly for approximately forty-five minutes every other half-term.

Digital Literacy - Children are able to find, evaluate, utilise, share and create content using information technology and the internet.

Computer Science - Children understand how digital technology systems work and can use and program algorithms to achieve specific outcomes.

Information Technology – Pupils are able to use computers and technology for functional purposes such as collecting and presenting information or using search technology.

Responsible digital citizens - Children are able to use all technology safely, identifying threats to themselves and others.

Implementation: How do we aim to deliver this?

Collaboration

Pupils will be encouraged to work with others and share their ideas, solving problems with the help of their peers.

Computer Suite and iPads: The computing curriculum at HGJS is delivered primarily using IPADS. The children are also able to use the suite of computers, which are used across the curriculum.

High quality teaching is appropriately pitched to individuals.

Online Safety

Lessons are explicitly taught to develop children's knowledge and understanding of being safe online.

Focus on Basics:

How to log in
How to keep passwords safe and secure
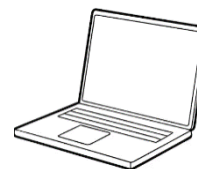How to save work
How to access software

Curriculum:

Cross-curricular links are promoted, allowing children to recognise how computing can fit into the wider world.

Impact: How will we know when we have delivered it?

High Levels of Engagement and Enjoyment
Children at HGJS enjoy Computing lessons and understand not just how things occur but why they occur. They are able to adapt, change and refine their projects in order to make them most effective.

Whole Curriculum Impact Children are able to apply their computing skills across the whole curriculum - using technology to express their ideas effectively.

Children are confident using technology in this digital world.

Children are prepared for the next stage of their learning and are able to apply their Computing skills.