



SIR JOHN SHERBROOKE

COMPUTING

Intent

At Sir John Sherbrooke Junior School the Computing Curriculum is designed to facilitate children knowing more and remembering more within a framework that encourages challenge, opportunity, ambition and participation. It will **PROVIDE** children with a clear structure which allows them to acquire new learning. This is informed by national frameworks and expectations which are adapted to meet the specific needs of our community. It is a curriculum that ensures that learning is accessible and provides a community of opportunity and ambition for all.

To allow children to remember more and learn more, the curriculum at Sir John Sherbrooke Junior School provides a robust and adaptable framework within which cross-curricular learning and meaningful real-life experiences happen. Teachers **ENHANCE** learning by linking concepts subject areas where possible, providing exciting and engaging learning opportunities and providing opportunities for learning across children to work in partnership to solve problems.

Our Computing curriculum aims to ensure all children:

- Are responsible and respectful online users.
- know how to keep themselves safe online
- build upon Pre KS2 computing and progress their skills into Year 6
- have a recognition of programming and its prevalence in the modern world.
- Have a positive attitude towards computing and can apply their understanding to other areas of the curriculum.

The curriculum **ENRICHES** learning experiences through a comprehensive residential and extra-curricular program that supports learning within the classroom; these opportunities are extended from Year 3 through to Year 6. Opportunities for children to excel are embedded into the culture of the school where children have opportunities to lead and shape school life through our Pupil Parliament and Take Care Leaders.

Profound Personal Development will be the heart of all teaching and learning where children are taught to Take Care of themselves, each other, their work and the world around them. Our Take Care Values are central to our conversations with all stakeholders, and this allows children, staff, parents and governors to work together to ensure that our Take Care ethos helps us live out the things we have learned in our everyday lives.

Through a model of PROVIDING, ENHANCING AND ENRICHING learning experiences, and embedding a Take Care ethos within our community, **we support our children to go Beyond Expectations and BE the best they can be.**

Implementation

Computing is taught as stand alone units/lessons, making links with whole school topics through teaching and learning where possible. This enables teachers to forge cross-curricular links, giving meaningful context to the children's learning, as well as making learning clear and not confusing children with complicated links. Computing is taught through at least 5 topics each year, with opportunities to showcase pupils skills given in Year 4,5 & 6:

Yr 3/4 A	Online Safety	Journey inside a computer	Collaborative Learning	Networks	Video Trailers	Website Design
Yr 3/4 B	Online Safety	Scratch	Further programming Scratch	Investigating Weather	Computational Thinking	HTML
Yr 5	Online Safety	Mars Rover 1	Programming Music	Search engines	Stop Motion Animation	Mars Rover 2
Yr 6	Online Safety	Inventing a Product	Bletchley Park	History of computers	Big Data 1	Intro to Python

Each topic builds on previous knowledge, understanding and skills and enables children to move onto the next stage in their learning. Children learn new knowledge and build on the use of a variety of different computational skills from year 3 to Year 6. This learning also building on the previous targets covered at the infant school.

Year 3/4 work on a two year cycle, due to mixed classes, covering their year group expectations within the topics/lessons covered.

At SJS, the children build on prior KS1 learning and the children extend their knowledge and understanding beyond simple programming and digital technology to include programming languages such as Scratch and Python and application of technology for real life purposes.

Lessons are engaging and varied to inspire the children's interest in different computational features and processes. Children are exposed to a range of software and hardware to increase their computing knowledge, building progressively throughout their time at SJS.

Learning targets are progressive. They are taken from the Kapow scheme targets grids and adapted to suit the needs of our SJS students. In order to ensure the key aspects of learning are retained, the condensed curriculum is being used by staff with an opportunity to cover other targets if possible. These allow for flexibility within the curriculum for teachers to enable their lessons and learning best suits the needs of their specific class/year group each year, whilst covering the national curriculum expectations.

Impact

At Sir John Sherbrooke Junior School we want our Computing curriculum to impact the way our children appreciate their environment and the ever changing technological world around them. Recognizing the benefits of technology, appreciating its potential for enjoyment, and knowing of its associated risks is essential. We feel the way we implement Computing making links with our topic-based curriculum encourages curiosity and enthusiasm for the subject and helps our children realise the significance of technology in their everyday lives; something they will continue to understand the importance of as they leave us for secondary school and beyond.

Teachers assess children's development in Computing by making on-going observations, questioning and discussion during lessons and feedback on work produced. The use of UP2 stickers in most lessons allows for clear assessment and ensures no child has their learning capped, they all have the opportunity to extend their learning at any stage. The children's topic books and our year group Teaching, Planning and Assessment documents (TPAs) are used to evidence the children's knowledge and understanding of key concepts, their ability to apply key vocabulary, skills and a range of recording methods.

Teacher Assessments are recorded on the Computing TPAs, where the children's progress in Computing is tracked and monitored. Evidence of the impact of Computing is recorded through use of work booklets and worksheets. They are used to inform planning and support future learning to close gaps in the children's knowledge. In addition, Parents' Evenings and end of year reports provide opportunities to share child specific attainment with parents/carers. These TPAs are also shared with the children's teachers as part of summer transition, to inform planning and understanding of the children's needs for their next year group.

Knowledge organisers and end of unit star quizzes are being developed and starting to be used within Computing, to allow for deeper assessment and knowledge retention.