



## COMPUTING AT ST. LAWRENCE'S

Through teaching computing at St. Lawrence's we aim to equip our children to understand a world in which technology is evolving at a rapid rate, transforming life and work. Children are able to explore both theoretical aspects of digital technology and its practical applications. Our Computing programme of study is progressive and gives children opportunities to practice their skills and use the authentic language of computing.

### INTENT:

The intention of the subject of Computing at St. Lawrence's is to give children:

- an understanding of digital technology and networks
- an introduction to using laptops and tablet computers, and key pieces of software
- understand how to efficiently and responsibly use digital networks and applications
- an ability to code using block coding and an understanding of key vocabulary
- a strong knowledge of e-safety and how to keep safe on the internet

Online safety is a key focus of the Computing curriculum. Each lesson begins with an e-safety message and teachers identify issues that are brought up in class. This dovetails with e-safety work across the curriculum, particularly in PSHE.

IMPLEMENTATION: Computing is taught using both unplugged (without computers) and plugged lessons. Our Computing curriculum contains four main strands. In the Autumn term we begin with Information Technology: in Key Stage 1, children begin by learning to identify the technology around them, by the end of Key Stage 2 they learn about both the physical infrastructure of the internet and how data is transmitted between computers. Coding is the next strand, taught over the remainder of autumn and spring terms. Children gradually build up their knowledge of coding until they are using repetition, loops and building simple simulations. In the summer term, each class has a different media creation project, in which they create increasingly complex pieces: from simple pictures in Key Stage 1 to their own web pages by the end of Key Stage 2. Our fourth strand introduces children to key computer applications, including word processors, presentation software and spreadsheets. Here, Computing time is used to introduce the applications, which are then used in other areas of the curriculum e.g. desktop publishing software to make posters in history, spreadsheets to gather data and make graphs in science.

### IMPACT:

By the end of this curriculum, children at St Lawrence's will understand much of the technology around them, and be able to talk about both its benefits and dangers. They will have an understanding of how the digital world is built on algorithms and will be beginning to build algorithms of their own. They will also have an understanding of some applications that are used in the world of work, and the creative potential of digital technology. Most importantly, they will be aware of how to use digital technology safely, without putting themselves or others in danger.