



SJF CURRICULUM

Computing

INTENT | IMPLEMENTATION | IMPACT



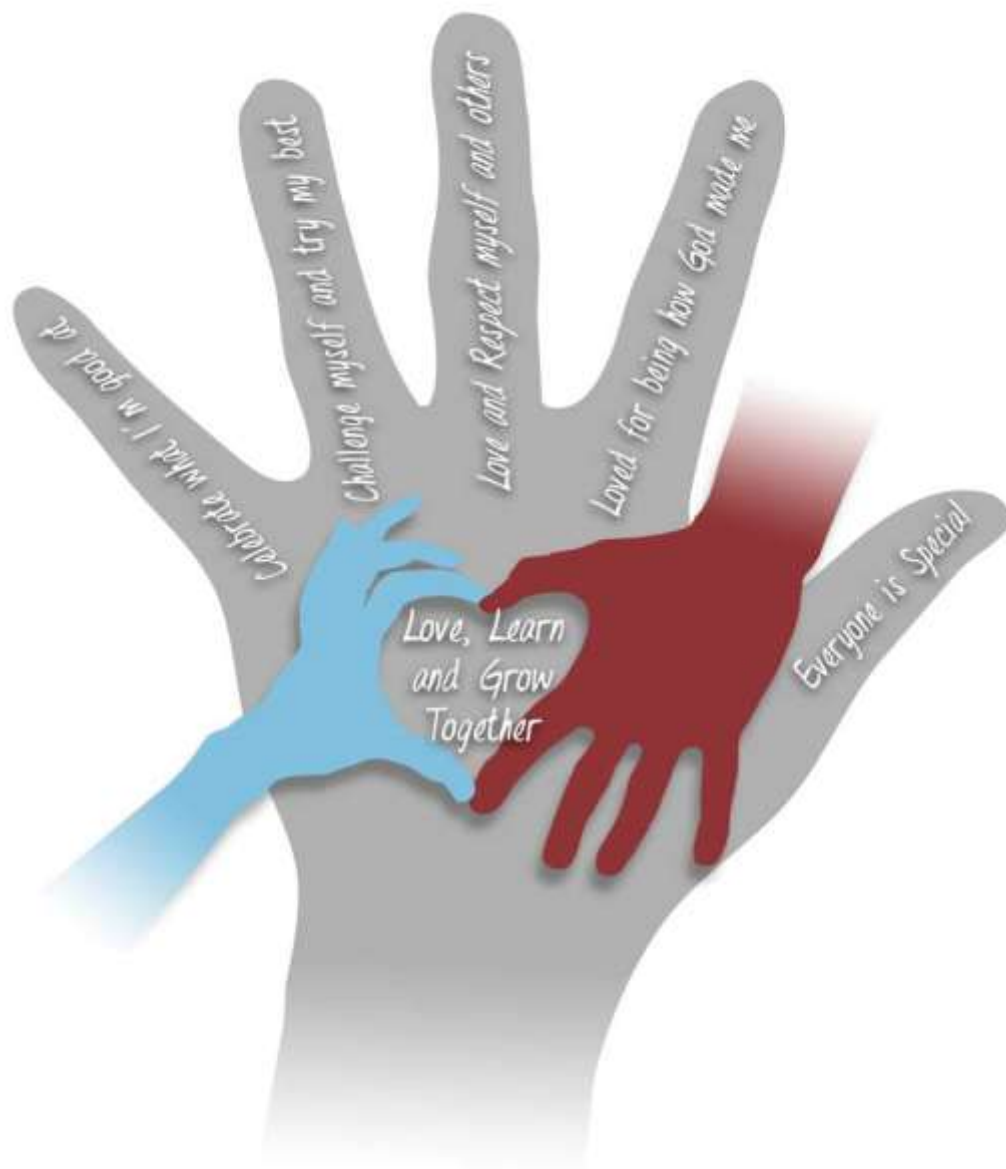
23-24

SJF VISION AND MISSION

Our vision is that every single member of our community will love, learn and grow together. This is achieved by:

- Celebrating what we are good at
- Challenging ourselves and doing our very best in our work
- Loving and respecting ourselves and each other
- Knowing that we are loved for being just how God made us
- Accepting that everyone is special

To achieve these aims all learners, staff, parents and Governors will work together.



SJF CURRICULUM AIMS

- To provide an exciting curriculum that
 - enthuses, engages and motivates all children
 - fosters and encourages natural curiosity, enquiring minds and deep enthusiasm for learning
 - enables each child to thrive and achieve their full potential
 - empowers children to develop resilience and courage
 - embeds, in all children, the attitudes and behaviours necessary for them to be lifelong learners
- To provide a secure and safe environment so that all children can work, play and be encouraged to develop moral values and healthy respect for others
- To facilitate positive links to our children's cultural backgrounds and heritage
- To foster strong links between home and school, rooted in the conviction that parents/carers are the first educators, so that we enable. Encourage and support them to be active in their children's school lives and learning.
- To provide our children with an education that gives them with a solid foundation for the rest of their lives that enables them to grow to be happy and confident citizens, respectful of themselves and others – and with the personal qualities necessary to drive them forwards in the pursuit of their dreams and ambitions, including confidence, courage motivation and resilience.

INTENT

At St John Fisher we want pupils to be safe, confident and efficient in their use of different technologies. In world where technological innovation and advancement is fast-paced it is important that children and young people are supported to develop the knowledge, skills, attitudes and behaviours that will help them to respond positively to the opportunities and risks that they will face – so they are able to keep themselves and others safe from harm. Our curriculum is designed to educate our pupils to use different technologies positively, responsibly and safely.

Additionally, we aim to support our children to be creators not just consumers, and so the broad SJF Computing curriculum they will experience will encompass:

- computer science
- information technology
- digital literacy

All pupils will be taught to understand that the roles of choice and responsibility when engaging with technology. As a school community we will model the responsible and efficient use of technology (including social media). We recognise that the best prevention for a lot of issues, we currently see with technology/social media is through education.



The curriculum recognises that technology can also allow pupils to share their learning in creative ways – and we understand the accessibility opportunities technology can provide for children.

Our knowledge-rich curriculum is balanced with ample opportunities for pupils to apply their developing knowledge and skills creatively so that they can see themselves as computer scientists. Opportunities within discrete Computing sessions are supplemented with further opportunities to use/apply/develop/embed computing knowledge and skills across the curriculum too.

Our aim is that our children will:

- understand their rights and responsibilities
- be confident in the use of a range of technologies
- be conversant in the use of tools that enable them to express their understanding
- be able make appropriate choices, independently, about how to respond to challenges set by teachers and others, by applying their computing knowledge and skills confidently

IMPLEMENT

In line with the views of the National Centre for Computing Education (www.teachcomputing.org) the majority of computing opportunities will be embedded across the curriculum to maximise flexibility. Discrete weekly Computing sessions are timetabled. The expectation is that discrete timetabled computing sessions will focus on Computer Science lessons linking, where possible, to other curriculum subjects. The Computer Science strand of our computing curriculum will often, but not always, require a more explicit and discrete approach, though it will be embedded across the curriculum if and when appropriate.

Example

If Y6 pupils learning about the Second World War are tasked with exploring the causes and events leading up to the outbreak, they might choose to create some of multimedia presentation to demonstrate their knowledge. In this scenario, it might involve completing some research to ascertain the factors that precipitated the Nazis rise to power, involving digital literacy and the management of online information. By the time they are in Y6 we would hope that the children would be able to demonstrate that they can:

- use search technologies effectively
- explain how search engines work and how results are selected and ranked.
- demonstrate the strategies I would apply to be discerning in evaluating digital content.
- describe how some online information can be opinion and can offer examples.



If pupils created a presentation or video to demonstrate their history knowledge using an app such as 'Adobe Spark Video' the pupils would not only be demonstrating their learning and understanding of History, but also they might also cover Computing objectives linked to video creation. If they were to upload or publish their work online they would cover another key objective linked to word processing. Opportunities exist everywhere for the cross-curricular application of Computing knowledge and skills.

IMPACT

We work hard to develop a computing curriculum that our children will enjoy and value. We will enable them to be curious and critical thinkers able to reflect on **why?** and not just **how?**. Our aim is that our curriculum and approach will equip learners with the ability to be able to question, reflect, reflect and appreciate the impact technologies can have on our world, and specifically on their learning, development and wellbeing. Our firm hope is that our curriculum will also provide them with an awareness of potential risks so that they are able to make informed and appropriate choices that will keep them and others safe.

Our curriculum will also help children to find a reasonable balance so they are able to also benefit from a healthy a healthy lifestyle. Our hope is that our Computing curriculum will enable learners to appreciate the need for a healthy balance in their future lives too.

The impact of our Computing curriculum on pupils' lives will be evidenced through both discrete Computing and cross-curricular monitoring. Pupils' knowledge and understanding will be demonstrated not just by what they produce in terms of discrete and cross-curricular Computing work, but also by the unpicking of their technology-linked knowledge, understanding, attitudes and behaviours.

Progress and achievement will be measured in line with the National Centre for Computing Education curriculum.

