



Our vision is a nurturing community that expects respect, encourages creativity and embraces aspiration.

Our Federation provides a broad and balanced education that is relevant, engaging and challenging whilst meeting the needs of our pupils. It aims to furnish them with the skills, knowledge and understanding they will need in preparation for their future lives, to be respectful, caring, creative and ambitious citizens in our local and global community.

Computing at Sandford

At Sandford School, we believe that the teaching of Computing is an important life-skill that will enable the children to embrace and utilise new technology in a socially responsible and safe way. We believe that a high-quality computing education allows children to become confident, competent and independent users of technology, understand the pivotal role that technology plays in their lives and equip them for life in a rapidly changing digital world. Not only do we want them to be digitally literate but through our computer science lessons we want them to develop creativity, resilience and problem-solving skills by learning how to be 'computational thinkers'. This information explains how we approach the teaching of Computing at Sandford School, and how you as a parent can best support your child's learning in this area of the curriculum. We also hope that by reading this information you will understand how ambitious we are for your child, how we want to see them achieve in all areas during their time at Sandford, and how we want them to fully enjoy all of their learning.

What Computing looks like at SANDFORD



How we teach Computing at SANDFORD

Computing is an essential part of learning in our world today. We use a range of resources to assist us in the teaching of Computing. We follow the Teach Computing curriculum, whilst also using a variety of other resources including those provided by Barefoot Computing. We deliver the curriculum mainly using laptops and iPads. We are also able to use the iPads with simpler and specialised apps for interventions, as well as the children using them for research.

Computing in the Early Years and Key Stage 1

Computing is not statutory for the Early Years Foundation Stage. However, areas of learning fit with the technology expectations in 'Knowledge and Understanding of the World', and also contribute to learning in other areas of the EYFS framework. This is of course underpinned throughout with an emphasis on Online Safety.

In Key Stage 1 we follow the Teach Computing scheme of work. We try to complete as many of the core units as possible under the headings of Connecting Systems and Networks, Creating Media, Data and Information and Programming. As always, we look for opportunities to teach Computing skills through other subjects e.g. using digital apps for art.

Online safety is taught using Project Evolve materials and there is at least one online safety lesson each half term.

Computing in Key Stage 2

In KS2 we also follow the Teach Computing scheme of work. We aim to have dedicated Computing lessons of 1 hour each week with a broad coverage under the headings of Connecting Systems and Networks, Creating Media, Data and Information and Programming. However, it is often more meaningful to teach Computing skills alongside other subjects, where possible, e.g. using digital apps for art, creating presentations during History, Geography and Science, and creating posters on Canva.

How we make Computing exciting and motivating for the children

Children are often excited and motivated by opportunities to use technology but we are always keen to extend the range of resources and equipment to ensure that enthusiasm continues. We are always looking for new and engaging ways to deliver

the Computing curriculum. One example is, as part of topic work looking at Italy, we used the Google Earth app which allowed children to see the country, not only through photographs and aerial views, but also through 'Street View'. Another way that we make computing exciting is through our Digital Art Club, where our KS2 children have opportunities to experience art using apps that demonstrate it in an alternative manner. Children are also able to access TT Rockstars to practise their times tables, connecting the computing curriculum from school to home. There are also opportunities to take part in enrichment activities outside of the curriculum, for example, BUPA Coding Day and TechWeCan. These opportunities compliment the Teach Computing curriculum and allow children to share their expertise.

How we assess Computing

We assess children's Computing skills by completing formative assessment throughout the lesson. This involves questioning the children to ensure they have a good understanding and allowing them to self-assess how well they understood the task and how much they achieved. At the end of a unit, there are assessments that enable us to see what they have understood throughout the topic and where there may be any gaps that need to be addressed.

ONLINE SAFETY

The internet is crucial in 21st century life for education, business and social interaction. As children move up through the school their access to various types of technology increases so does their exploration and curiosity. Children therefore need to be aware of various online risks. Online safety is taught through Project Evolve, with at least one lesson per half term. Through our JIGSAW scheme, children also learn in PSHE about how to keep safe and be kind when online in discrete lessons.

How we help children who find Computing difficult

Children who find Computing difficult can be helped in a variety of ways including quality first teaching provided by the class teacher, pre-topic teaching cards which can help with embedding key vocabulary and may help to assist with research and embedding core skills and language identified by the subject leader. Alongside this, we may use peer support as well as providing extra time for the child to complete the activity at their own pace. We enable our children to succeed in all subjects by using lots of different approaches such as kinaesthetic, visual and auditory resources to appeal to a range of learning styles, such as using Bee Bots and Big Track to create coding patterns.

How parents and carers can help their children with Computing

Parents and carers can help by sharing their children's Computing (and all other devices) experiences. They can also help by having an awareness of and interest in which programs and apps their children are using, making sure they are age appropriate. They can monitor how much time is spent on 'screens' and discuss online safety as a family.

How we celebrate Computing

We take every opportunity to celebrate success in Computing. Throughout the year, we celebrate children who have demonstrated outstanding arts and creativity, which takes into account the computing skills of particular individuals. Where possible, examples of Computing success are also included in Celebration Assemblies through our Learning Power Certificates. With permission, we use the school website and Class Dojo to celebrate interesting work in Computing with our parents and online community.



ClassDojo



Kahoot!

Blooket