Vallis First School

Intent, Implementation, Impact (3iii) statement

Subject: Computing	Subject Lead: Tommy Davies

Intent

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with Mathematics, Science, Design and Technology and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation; how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use and express themselves; develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Implementation

Vallis First School follows the Curriculum Guidance for Early Years Foundation Stage and the National Curriculum for Computing. This is delivered through:
• taught Computing sessions using the 2016 Wessex Planning from Somerset eLIM (E-learning and Information Management) following the key strands of Programming, Multimedia, Technology in our Lives, Handling Data and Online Safety.
• lively and interactive activities using a range of hardware and software.
• the use of interactive whiteboards and visualisers in the classroom.
• regular access to laptops to support other subjects across the curriculum.
• a range of grouping strategies including paired work, group work and whole class teaching.

Impact

We aim to ensure that all pupils:
• can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
• can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.
• can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
• are responsible, competent, confident and creative users of information and communication technology.
• have a range of computing experiences throughout the curriculum.