

Walton's approach to Computing for KS1 and KS2

Topics

Topics are taken from the Teach Computing scheme of work. There are a variety of topics across the school. Topics have been allocated according to the National Curriculum objectives on a two year rolling programme. Computer Science and Networks, Programming, Creative Media, and Data Handling are taught every year in the same terms to ensure progression between the classes and key stages. Teach Computing is supplemented by Project Evolve to ensure coverage of Online safety across the school.

Resources

Each classroom has an Interactive Whiteboard to use throughout the everyday teaching of all subjects.

We have a selection of devices for the children to use across the school.

iPad 2s—Whole school (mainly EYFS)

Newer iPads—Yr1—yr6

Chrome books—Key stage 2

Seating

Children work independently or in pairs for the majority of each lesson. Pairings are selected carefully by teachers to ensure that children can support and encourage one another. Lower ability children benefit from the support of a more able child and the more able benefit from having to explain their work.

Subject knowledge

There are some online subject knowledge CPD sessions identified with links on the computing file OneDrive or through Teach Computing, for teachers and teaching assistants to access prior to teaching a topic. Knowledge organisers and related topic words are shared to support them whilst the topic is taught.

Lesson content

The children will ideally be exposed to at least 1 computing lesson every week. These lessons do not have to be stand alone lessons and are encouraged to be as cross-curricular as possible. The children will be provided with opportunities to practice new skills and then apply them into a project situation.

Online Safety

Online safety and respect is a thread throughout the school. From logging into spelling shed to stand along computing sessions. Walton takes part in Online Safety Day/Week every year and we provide sessions for parents to attend after school. Project Evolve lessons feed into this knowledge throughout the year. We have also introduced Impero to ensure that staff have greater control over what the children are accessing on their devices. This is used across the curriculum to support children in accessing online resources and learning.

Assessment and identifying gaps

Through termly assessments on Sonar, the children who need additional support can be easily identified. Targeted questioning and activities to support these children are put in place to encourage progression and the reduction in attainment gaps.

Greater Depth

Throughout the lessons, we challenge children towards greater depth using questioning and allocated task. These are usually to encourage the children to apply skills they have learnt in other areas in a more independent way whilst being able to explain what (and why) they are doing.

EYFS

In EYFS we follow the EYFS approach.

The most relevant statements for computing are taken from the following areas of learning; personal, social and emotional development; physical development; understanding the world and expressive arts and design.