



Computing Rationale

At Beechwood, we believe that our computing curriculum allows pupils to develop their creativity, critical and logical thinking and allows them to be ethical, moral, active, and respectful digital citizen that can change the world and their future. 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. The computing curriculum allows pupils to build on this knowledge and understanding to create programs, systems, and a range of content.

In our digital age pupils are exposed to range of varying types of technology from smart phones to games consoles, tables and laptops. Your computing offer has a high emphasis on coding as we believe this is a skill that many of our pupils will not access online outside of the school setting. We are also committed to safeguarding so have created a e-safety curriculum that runs along side and supports the computing curriculum. The computing curriculum offer ensure that the aims of the national curriculum are achieved with a focus on logic, algorithms, and data representation as a core principle. Pupils will also develop their understanding types of communications and networks and have a range of opportunities to analyse, evaluate, present and collate a range of digital content and a variety of software's.

Beechwood CE Primary School use the Purple Mash scheme to build a bases for the curriculum. Learning of coding, communication and networks, e-safety is sequential across the school. Where pupils are experiencing new or unfamiliar technology to evaluate and apply information technology the units are sequentially planned so that the pupils are immersed in the systems to develop their understanding and ensure a firm foundation of learning to build upon.

E-safety principles are shared with pupils every time they go online with the SMART principles:

- S – Safe – Ensure personal information and passwords are kept private
- M – Meet – never meet with an online friend in person, even if you think you know that person well
- A – Accept – Do not accept emails, instant messages and friend requests from people you do not know
- R – reliable – Not all of the information or people online are reliable. There is a lot of false information
- T – Tell – Tell a trusted adult if anything online makes you feel uncomfortable

These principles are displayed in classroom and around school, however, as we are aware of more cases of on-line abuse in increasingly younger people we felt that a

progressive e-safety curriculum had to be established to ensure that our pupils became responsible, competent, confident and creative users of information and communication technology. Every half term a specific e-safety lesson is taught to promote one or more of the following areas of e-safety:

- Internet Safety
- Internet information (tips and hints to effectively use the internet safely)
- Privacy and Security
- Creative credit and copyright
- Relationships and communication
- Cyberbullying
- Digital footprint and reputation
- Self-image and identity

These lessons allow pupils to learn new skills, knowledge and understand to make their resilient and ethical digital citizen. Pupils will display their learning in class and build up this bank of knowledge and skills as they develop through the school. In line with our safeguarding policy if online incidents occur within school further lessons and resources will be shared with a pupil, pupils, class or whole school.

Computing is assessed against the learning objectives set out in the Purple Mash scheme of work which directly links to the national curriculum attainment targets and subject content. Pupils are group to formally record attainment and progress and staff use assessment for learning techniques such as learning clinics to support pupils who have gaps in their knowledge or skills.