

Curriculum Area

Computing

Who this area of the curriculum is led by and how it is delivered.

Michael Farrelly is the co-ordinator for the computing curriculum within Stanley school. Computing is delivered on a weekly basis with lessons lasting all morning or afternoon. Where possible pupils will work in the custom-built computing suite, where not possible pupils will remain in class with resources and equipment brought to their familiar setting. Within Key stages One and Two computing is delivered by a specialist teacher while in Early Years computing is intertwined with the EYFS Curriculum.

How this area of the Curriculum is designed

The curriculum is designed with the National Curriculum for Computing very much in mind. Pupils will work within all aspects of the National Curriculum as well as take other opportunities to explore ICT equipment and situations which will prepare them for their life beyond Stanley School. Key Stage one has a rolling programme of two years. Key stage 2 is split into Lower (Year 3 & 4) and Higher (Year 5 & 6) with each of these also having a two-year rolling programme.

How we ensure breadth, balance and depth

Computing is well resourced within Stanley School with cutting edge technology such as a 3D printer, Computers, Tablets, Cause and effect toys, Online Cloud services and Interactive equipment. Pupils access all these pieces of equipment during the delivery of the Computing curriculum. Within Computing we utilise as many in school and LOTC experiences as possible to expand and develop the skills of pupils.

The Key skills and knowledge which will be gained through this area of the curriculum.

During lessons pupils will learn a wide range of skills including;

Keeping themselves safe online.

Creating and safely using passwords and logins.

Familiarity with a range of network and software infrastructures.

Control and programming skills within a range of settings.

Creating and reviewing content such as pictures, videos, games and audio files.

Critical thinking and review of information procedures

Use of algorithms

Relevant vocabulary to correctly identify and explore Computing resources and opportunities.

These skills are not exhaustive.

Where this area of the curriculum fits in within our schools aims and culture

Computing utilises a range of cross curricular links with almost all subjects within school. Computing will also act as a vector through which other subjects, topics, skills and experiences will be presented to pupils. Computing weaves through other subjects and it is expected that across the curriculum computing skills are built and expanded upon.