



Computing at Hollywell Primary School intends to develop confident and adaptable users of technology through an inspirational and relevant curriculum.

We want to equip our pupils with the ability to become active and safe online users in a world where computing is an integral part of everyday life.

Our aim is to provide a skills and knowledge-based computing curriculum that is diverse in experiences and allows the pupils to apply learning in a range of digital contexts. We aim to give the pupils at Hollywell the opportunity to apply their skills throughout selected units of our interwoven curriculum.

Intent – we aim to...

Encourage a 'can do' attitude when engaging with technology and its associated resources. To become digitally literate and active participants in a digital world.

Give children the chance to analyse problems in computational terms and have repeated practical experience writing computer programs in order to solve such problems.

Build a community of responsible, respectful and competent users of information, communication technology and data.

Help children understand and follow e-safety rules and know who to contact if they have any concerns.

Allow children to apply their learning in a range of contexts across the Hollywell curriculum.

Implementation – How do we

Computing at Hollywell is taught on a weekly basis to children in Year 1-6, using the program Purple Mash. Throughout the academic year, children will complete a wide-range of tasks and work that focus on the three main strands of computing; Information Technology, Digital Literacy Computer Science.

The school has 34 Chromebooks and 30 iPads for the children to use in Computing lessons and other information technology -required lessons.

Computing at Hollywell

Information Technology

Information technology is about the use of computers for functional purposes, such as collecting and presenting information, or using search technology. Children will use iPads and Chromebooks in computing lessons to understand how they function and to safely use them.

Computer Science

Computer science will introduce children of all ages to understanding how computers and networks work. It will also give all children the opportunity to learn basic computer programming, from simple coding and debugging problems in Years 1 and 2, right up to creating on-screen computer games and programmes by Year 6.

Digital Literacy and Online Safety

Digital literacy is the ability to navigate various digital platforms and understand, assess and communicate through them. We include regular teaching of e-safety during each unit of work as well as Internet Safety Day in February. This ensures that children feel confident when using computers and the internet and know what to do if they come across something either inappropriate or uncomfortable.

Online Safety is intertwined in our curriculum in PSHE with children discussing the internet, data sharing, evaluating media sources and analyzing online information throughout their time at Hollywell.

There are also whole school assemblies where children are informed and discuss different ways they can stay safe online. Parents are also informed about new technologies and more information about online safety via the school's monthly newsletter.

Computing Across the Key Stages

EYFS

Computing in EYFS is interwoven throughout the curriculum. Children are introduced to basic technology within the classroom, such as using the interactive whiteboard, CD players, iPads and digital cameras. The children will talk about different ways that we use technology in school and outside of school.

KS1

In KS1, children exclusively use iPads to complete a range of tasks that have been set for them on Purple Mash. Children are taught how to log in safely before being introduced to Purple Mash's own coding software. In Year 1, children also create their own interactive story using Purple Mash and are introduced to spreadsheets. In Year 2, children are introduced to using search engines efficiently and making presentations.

Lower KS2

From Year 3, children at Hollywell begin to use the Chromebooks in school are introduced to touch typing. They are then taught about using emails safely, where they will receive and reply to emails from a variety of different scenarios, using their knowledge of formal and informal language to reply appropriately. Children then learn about Microsoft PowerPoint and creating their own presentation to the whole class. Year 4s continue to use a mix of Chromebooks and iPads on Purple Mash to complete their computing tasks and they will create their own logo before planning and generating their own animation. As part of the Computer Science strand of Computing, children will have to name and locate the different parts that make up a computer.

Upper KS2

Similar to Year 3 and 4, Upper KS2 will continue to complete Purple Mash activities using either a Chromebook or iPad. Using their knowledge and skills from previous computing lessons throughout school, Year 5s design and create their own playable game and also intertwine their History topic by creating their own Viking databases. Year 6 Computing focuses on creating an online quiz about a topic of their choice before learning about the different types of computer networks as part of the Information Technology Strand.

Impact – How will we know we achieved our aims?

Children understand the advantages and disadvantages of using technology and they know how to be polite digital citizens online.

Children can independently debug and resolve technological problems.

Children are passionate and focused during computing lessons and enjoy learning new skills and knowledge about the subject.

Children are confident in using the Computing resources across the curriculum.

Children are able to safely use technology inside and outside of school.