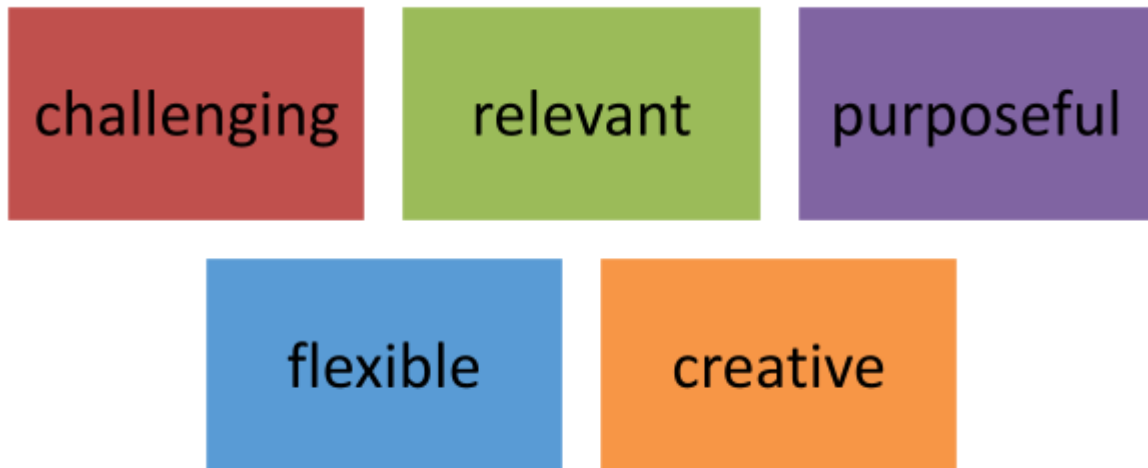


Computing Intent:

Through our school vision of 'Opening a World of Learning and Opportunity' we intend to deliver a Computing curriculum that will be:



In doing this we will develop our values of:



We strongly believe that high quality Computing learning inspires children to be innovative learners. At Vigo Primary School, we believe that Computing is a gateway to understanding how technology is woven into the fabric of life and how that both impacts and enriches our pupils' lives providing a wealth of learning opportunities and transferable skills. The Computing curriculum is engaging and meaningful ensuring that it is inclusive for all pupils. In addition, our curriculum develops pupils' communication skills by learning how to keep themselves safe online through being able to recognise both the opportunities and threats posed.

We feel Computing teaches our children:

- To become adaptable and **open-minded** to change with the ever-evolving world of technology and being prepared for their future lives
- To develop their problem solving skills which allow the children to think creatively to find solutions both **independently** and within a team environment.

- To become analytical and **resilient** when challenges arise and learn to solve problems in an effective way
- To build positive relationships with the world online and understand how to communicate effectively, as well as managing conflict appropriately and taking **responsibility** for any issues that may arise in their future
- To become **respectful** and tolerant global citizens in the digital world
- To embrace technology and learn to understand how to use a wide range of both software and hardware connected to their daily lives
- To set high expectations in their approach to lessons, both believing and being **motivated** to use technology to aid their learning.

Computing Implementation:

At Vigo Primary School we have introduced a new curriculum since 2019 using the scheme PurpleMash to assist in the teaching of consistent Computing across the school.

In the Early Years, the approach is through cross-curricular learning with an emphasis on hands on experiences and is assessed through the 'Understanding the World', Early Learning Goal. Teaching is through context-based learning and role play experiences using resources such as I-Pads and programmable toys.

From Year One upwards, we use Purple Mash and programmes such as Scratch to address the statutory aspects of the National Curriculum. As a school, we believe in delivering fun and engaging lessons which help to raise standards and allow all pupils to achieve their full potential.

Whilst our discrete Computing lessons use Purple Mash, Microsoft Word and Scratch as a foundation for teaching, we also enjoy the flexibility of using Computing to enhance our other curriculum lessons and further engage the pupils in leading their own learning. We hope the children will be able to use technology imaginatively and creatively whilst also becoming efficient learners and critical thinkers. Cross-curricular teaching helps enthuse and equip children with the capability to use technology throughout their lives. We believe that this transference of skills can aid in teaching pupils the strategies and knowledge necessary to enable them to reap the benefits of the online world, whilst being able to minimise risk to themselves or others.

All Computing lessons begin with the children acknowledging the online safety rules which are adhered to across the school community. All year groups, except for Years R and 1, begin in September by completing the Online Safety Module to ensure they understand that safety is essential to any form of computing, whether that be digital citizenship, information technology or computer science. Year 1, begin the school year with how to log on and use the keyboard.