

CARE

Care, Aspire, Respect, Excel

Computing and Online Safety

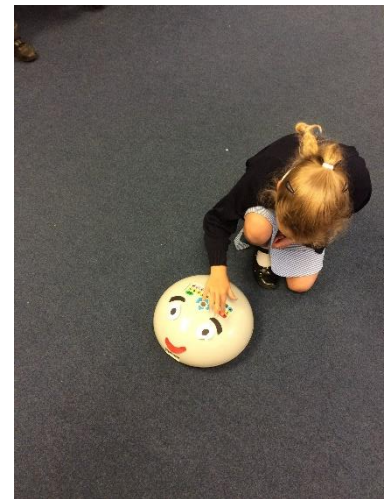
at

Winscombe Primary School

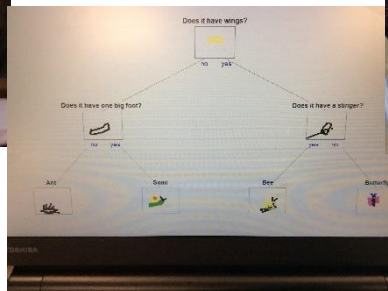


How we teach computing at Winscombe

At Winscombe Primary School we want our pupils to become responsible, competent, confident and creative users of information and communication technology. This information explains how we approach the teaching of computing at Winscombe School, and how you as a parent can best support your child's learning in this area of the curriculum. We also hope that by reading this information you will understand how ambitious we are for your child, how we want to see them achieve in all areas during their time at Winscombe, and how we want them to fully enjoy all of their learning.



What computing looks like at Winscombe





How we teach computing

Computing is an essential part of learning in our world today. We use a range of resources to assist us in the teaching of computing. Our curriculum is based on the Wessex Planning which we access as part of our subscription to ELIM. We also use a variety of other resources including those provided by Teach Computing. We deliver the curriculum using mainly Chromebooks, iPads and Beebots.

Computing in the Early Years and Key Stage One

In Early Years we follow the 'Computing in Foundation Stage Continuous Provision Model' from the Wessex Planning. This is of course underpinned throughout with an emphasis on online safety. In Key Stage 1 we also follow the Wessex Planning scheme of work and supplement it with ideas from Teach Computing. We try to complete as many of the core units as possible under the headings of Programming, Multimedia, Technology in Our Lives and Handling Data. As always, we look for opportunities to teach computing skills through other subjects e.g. Year 1 Handling Data Core Unit: Counting my Information can be taught during mathematics lessons. The children are given the opportunity to complete coding lessons using apps and robots such as Codeapillar, Bee-Bots and Daisy the Dinosaur. We also have coding days run by Chaos Created. Online safety is taught using ActiveBytes which is part of the Wessex Planning. There is one online safety lesson each half term and we also have an online safety assembly each term which is sometimes delivered by our Digital Leaders.



Computing in Key Stage Two

In KS2 we also follow the Wessex Planning scheme of work which we supplement with ideas from Teach Computing if more suitable. We try to complete as many of the core units from Wessex as possible. We have dedicated computing lessons of 45 minutes each week and aim for broad coverage under the headings of Programming, Multimedia, Technology in our Lives (TIOL) and Handling Data. We aim to teach within other subjects where this is possible, e.g. some aspects of the Year 5 Handling Data Unit 1 (Discovering My Solar System) is taught while completing the Year 5 science unit on Earth and Space. The children complete the programming units using programs such as Scratch, Logo, Kodu, Kodable and ALEX. We also have coding days run by Chaos Created and a coding club. We complete an Active Bytes online safety lesson each half term, once again following plans provided as part of our subscription to ELIM. Our Digital Leaders take responsibility for looking after and charging our equipment and sometimes contribute to the termly online safety assembly.

How we make computing exciting and motivating for our children

Children are often excited and motivated by opportunities to use technology but we are always keen to extend the range of resources and equipment to ensure that enthusiasm continues. We are always looking for new and engaging ways to deliver the computing curriculum. One example is through our connection with Chaos Created. They have worked with our children for the past few years and as gaming programmers they great role models and many children aspire to have a job like them.



How we assess computing

We assess children's computing skills by selecting specific skills in the curriculum and completing a formative assessment task which allows us to see how the children are progressing. Each Wessex unit gives a gold, silver or bronze response level for selected tasks within each unit which can help gauge the level of understanding.

How we help children who find computing difficult

Children who find computing difficult can be helped in a variety of ways including quality first teaching provided by the class teacher. Alongside this we may use peer support as well as providing extra time for the child to complete the activity at their own pace. We enable our children to succeed in all subjects we do this by using lots of different approaches such as kinaesthetic, visual and auditory resources to appeal to a range of learning styles such as using Bee-Bots to create coding patterns. We also endeavour to use dyslexic friendly fonts.

How parents and carers can help

Parents and carers can help by sharing their children's computing (and all other screen time) experiences. They can also help by having an awareness of, and interest in, which programs and apps their children are using and making sure they are age appropriate. They can monitor how much time is spent on 'screens' and discuss online safety as a family. Links can be found on our website to support parents and carers in these areas.



How we celebrate computing

We take every opportunity to celebrate success in computing. Throughout the year we celebrate children who demonstrate outstanding learning and this includes particular individuals who have shown excellent computing skills. Where possible, examples of computing success are also included in Celebration Assemblies through our Learning Power Certificates.