COMPUTING

What do we intend Computing to look like at Monkfield Park?

At our school we want pupils to be MASTERS of technology and not slaves to it. Technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators not consumers and our broad curriculum encompassing computer science, information technology and digital literacy reflects this. We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology to model positive use. We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

When implementing the computing curriculum you will see …

- **Information Technology**
- Word Processing/Typing
- Data Handling
- Presentations, Web design and eBook
- Animation
- Video Creation
- Photography and Digital Art
- Augmented Reality and Virtual Reality
- Sound

- **Computer Science**
- Computational Thinking
- Programming
- Computer Networks

- **Digital Literacy**
- Self Image and Identity
- Online Relationships
- Creation
- Online Reputation
- Online Bullying
- Managing Online Information
- Wellbeing and Lifestyle
- Privacy and Security
- Copyright and Ownership

Why is computing important?

Computing capability is an essential skill for life and enables learners to participate more readily in a rapidly changing world. Using the internet and email, for example, gives them rapid access to ideas and experiences from a wide range of people, communities and cultures.

How Computing will impact our learners.

We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well being. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this. The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil's knowledge and skills digitally through tools such as Seesaw and observing learning regularly. Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes.