Computing Intent at St. Luke's CE, Salford

Learning for Life

'It's not a faith in technology. It's faith in people.' Steve Jobs, Co-founder of Apple

Computing - Our Rationale

Our Computing curriculum at St Luke's uses the high-quality and DfE-approved 'Teach Computing' scheme and this equips pupils with the ability to use computational thinking and creativity to understand the world. Computing has deep links with Maths, Science, and Design Technology and these links are reflected throughout the curriculum. The core of Computing is Computer Science, in which pupils are taught the principles of information use and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are then taught to use information technology to create programs, systems and a wide range of content. We want our pupils to build their knowledge as they grow, and develop skills such as coding and conducting research, being creative and making conclusions. We want to inspire children to take an interest in computing and perhaps even get them to consider it as a future career.

Our Computing Curriculum

The St. Luke's Computing curriculum is structured in units that develop concepts and skills by building on prior learning and experiences. The Teach Computing curriculum uses the National Centre for Computing Education's computing taxonomy to ensure comprehensive coverage of the subject. The units for Key Stages 1 and 2 are based on a spiral curriculum. This means that each of the themes is revisited regularly (at least once in each year group), and pupils revisit each theme through a new unit in subsequent year groups that consolidates and builds on prior learning within that theme. This style of curriculum design reduces the amount of knowledge lost through forgetting, as topics are revisited yearly. It also ensures that connections are made even if different teachers are teaching the units within a theme in consecutive years.

Teaching & Learning Pedagogy in Computing

Effective pedagogy is at the heart of good teaching and learning; successful Computing teachers combine their knowledge of the subject with evidence-based teaching practices. As Computing is a relatively new discipline, evidence of effective teaching approaches continues to emerge and evolve and St. Luke's will continue to engage with this research. Teachers are clear about what they need to teach through the use of a well-sequenced curriculum that contains all the knowledge and resources they will need to use, but they are also informed about how each unit relates to its prior- and future- learning.

Inclusive Provision in Computing

We want to ensure that all children have full access to our Computing curriculum and we ensure this by scaffolding and adapting work. The Teach Computing Curriculum has been written to support all pupils. Each lesson is sequenced so that it builds on the learning from

the previous lesson, and, where appropriate, activities are scaffolded so that all pupils can succeed and thrive. Scaffolded activities provide pupils with extra resources, such as visual prompts, to reach the same learning goals as the rest of the class. Exploratory tasks foster a deeper understanding of a concept, encouraging pupils to apply their learning in different contexts and make connections with other learning experiences. We also use physical resources such as focus boards and ear defenders, by reducing (or increasing!) stimuli, and by providing adult support when necessary.