**Sherdley Primary School**

Our Intent, Implementation and Impact statement for Computing

Computing Intent

At Sherdley, we want our children to love computing. We want to show pupils the links between knowledge, skills and real-life employment opportunities and have no limits to what their ambitions are. We want our children to grow up wanting to be software engineers, video game designers, web developers or IT consultants. We want them to embody our core values and encourage them to dream big!

We work closely with IT consulting agency hi-impact to ensure that our computing curriculum has been carefully crafted so that our children develop their digital capital. We have made it our aim to ensure that children experience engaging, memorable computing lessons in our school. We want our children to leave our school with cherished memories and the ability to embrace the opportunities they are presented with in relation to computing and IT. Finally, and importantly, we want to model and educate our pupils on how to use technology positively, responsibly and safely.

Computing Implementation

Our revamped computing curriculum for 2022 has been developed in consultation with hi-impact consulting agency and enables pupils to work on a range of skills in lesson. Our curriculum promotes curiosity and a love and thirst for learning. It is ambitious and empowers our children to become independent and resilient – like all curriculum areas in our school. We want to equip them with not only the minimum statutory requirements of the computing National Curriculum but to prepare them for the opportunities, responsibilities and experiences of later life. We encourage children to talk about their use of technology and educate them about how to react when things go wrong. For example, in the Spring term the whole school will celebrate ‘Safer Internet Day’ to reiterate the importance of staying safe online. This is underpinned by a comprehensive plan for teaching e-safety all through the year.

Our ambition is to enrich their time in our school with memorable, unforgettable experiences and provide opportunities that may normally be out of reach – we believe that this will pique our pupil’s interests and passions. This year, we are planning to team up with specialist teachers from hi-impact Consultancy in order to deliver engaging and exciting sessions based around computing. The children will enjoy a range of fantastic, hands-on sessions and will have the chance to work with a variety of equipment to tackle computing-based challenges by participating in some fabulous practical activities. We have invested in an extensive suite of equipment across school including iPads, Galaxy tablets, laptops, Beebots, Raspberry Pi's, Crumble boards and data loggers.

Computing Impact

Our children enjoy their computing lessons. They are taught a high-quality curriculum to build on, embed and make further progress in their computing knowledge, skills and vocabulary for their age. It is delivered by teachers who are confident in their own ability to teach computing lessons. Our most recent assessment data (end of academic year 2021/22) shows that at least 81% of children in Years 1-6 are achieving the age-related expectations in Computing.