Vision & Intent

The intent of the Computing curriculum at Vernon Primary School is to provide every pupil with:

Competence in coding for a variety of practical and inventive purposes, including the application of ideas within other subjects.
The ability to connect with others safely and respectfully, understanding the need to act within the law and with moral and ethical integrity.
An understanding of the connected nature of devices.
The ability to communicate ideas well by using applications and devices throughout the curriculum.
The ability to collect, organise and manipulate data effectively.

Cultural capital
- Visits to businesses in the local community to bring learning to life, for example, Waitrose visit in Year 2.
- Study of computing entrepreneurs thread through planning, for example Bill Gates.
- World of Work assemblies - inviting visitors into school to share experience of computing in the workplace.
- Whole-school Safer Internet Day with a specific focus each year.

Enrichment Opportunities
- Visits to Poynton high school for Year 6 to experience computing department.
- Use of high school coding and robotic equipment across the school in the Summer term.
- Link to Poynton high school Sixth Form and Teaching Staff to host Computing Days at both schools.
- Use of school's Green Screen to enhance projects within school.
- Use of school website to enhance and enrich children's learning.
- Engineering extra-curricular club in school - links to computing within sessions.
- Use of google classroom as a platform for remote learning.

Planning & Delivery
National Curriculum
Computing is taught using the National Curriculum as its starting point.

National Centre for Computing Education (NCCE) & Project Evolve

In Computing, we follow the NCCE programme of study and units of work, through 'Teach Computing', as well as incorporating the 'Project Evolve' online safety materials. NCCE is in place to ensure that learning objectives for each year group are identified and covered, as well as progression tracked. A long term plan also outlines progression throughout the school.

Short term planning
From the learning objectives, we use the unit overviews and lesson plans developed by NCCE. These are detailed units of work that outline the sequence of learning in a series of lessons leading up to a final end point and study book piece. Planning identifies the learning objectives for each lesson, prior learning, key vocabulary and a description of key teaching points, as well as a 'Project Evolve' starter question. SEND provision is outlined within these plans. Lessons are delivered weekly using varied, innovative and creative teaching approaches. These steps are part of a continuous cycle of formative assessment, which informs future planning.

Computing at Vernon Primary School

Reading within Computing
- Reading texts on Chrome books and IPads – within units of work, for research and for own digital work.
- Research online.
- Programming commands – becoming familiar with these words and phrases.
- Use of school website and social media platforms, as well as learning platforms to read created posts and comments.
- Reading own work aloud when using the Greenscreen.

Assessment, Progress & Evidence

Computing is assessed and tracked using our Foundation Subject tracking on FFT – children are assessed as Emerging (1), Expected (2) or Exceeding (3) based on the unit of work they have been taught. Evidence of learning is within each child's google drive, an online file that shows progression against the learning objectives throughout a unit of work. A final piece of work (end point) is presented in each child's individual study book.

Assessment of Computing is achieved through:
- Discussion with children (Pupil voice).
- Observation of children.
- Study book work.
- Sharing of work in google drive – online & verbal feedback.

Continuing Professional Development (CPD)
- Access for all staff to the full training programme through National Centre for Computing Education.
- Project Evolve online safety toolkit and materials.
- Regular Computing Subject Leader training led by external specialist.
- Subject leader cascades key information and latest developments during staff training sessions.
- Outstanding practitioners share expertise through observations and team-teaching opportunities.

Resources
- Resources are audited at the end of each academic year, as well as regularly checked and organised appropriately for access: I-Pads, laptops, interactive whiteboards, green screen.
- Teachers are asked at the beginning of each term if there are any apps or software needed for their upcoming planning.
- Liaison with Computeam to download up-to-date software and to maintain hardware throughout the school.
- School website as ongoing resource for whole-school communication.
- Access to the NCCE resources and teaching programme.
- Class set of Chromebooks purchased to enhance access to the Computing curriculum across the school.

Curriculum Values:

| Creativity & Curiosity | Independence | Respect & Cooperation |