



Computing

Intent, Implementation and Impact

Intent

Our aim at Burlington Junior School is to ensure pupils are equipped with the skills, knowledge and understanding to be confident learners. A significant factor in this is the ability to use a range of technology and software competently, as we are living in an increasingly technological age. To help pupils achieve this, they are given the opportunity to develop their basic computing skills, before building on them and applying them securely to different pieces of software.

Implementation

At Burlington Junior School, we take online safety extremely seriously and a clear focus within the school is given to this matter. This is to ensure all pupils are aware of how to use technology safely both in and out of school and who to approach if they have any worries or concerns about anything they have seen online. Online safety is addressed both in lessons and in whole-school assemblies, allowing us to promote healthy attitudes to online activities at an age-appropriate level.

In lessons, computing skills are taught in a cross-curricular way wherever possible. However, to help us deliver appropriate and challenging provision, some content may be delivered in discrete lessons to maximise the pupils' successes when using the necessary software. Our computing curriculum includes the use of the 'Purple Mash' materials (amongst others) and covers three main strands: digital literacy; computer science; e-safety and the use of the internet. When covering this content, the skills needed to present information in different formats (using the Microsoft software, for example) will be taught, as well as other skills such as programming, decoding and debugging as well as how to navigate a web page. These skills will then be enhanced further, allowing pupils to apply them when designing and creating their own digital projects.

Impact

Computing assessment is ongoing throughout the relevant units to inform teachers with their planning lesson activities and differentiation. Summative assessment is completed at the end of each unit where computing objectives have been covered; an objective tracker is used to inform leaders of school improvements or skills that need to be further enhanced. Pupil voice is also used to enable leaders to assess the impact of the computing curriculum and whether pupils have a greater understanding of how to access and use information technology with a greater degree of confidence and competence. All computing work is saved online so this work is monitored throughout all year groups once a term to compliment this.