COMPUTING CURRICULUM STATEMENT

Intent

At Hamilton Academy, we encourage the use of technology as a means of supplementing and enhancing the learning and teaching experience. We aim to promote digital literacy; to ensure pupils are ready for secondary education and life beyond school. The children are presented with a wide range of opportunities and experiences to ensure they can successfully utilise their technological skills and knowledge in a variety of contexts. At Hamilton Academy, the safety of the children is our priority. Online safety forms an ever-increasing part of this.

Implementation

We deliver computing lessons by adapting the Teach Computing curriculum which is created by subject experts, using the latest pedagogical research and teacher feedback. This curriculum is built around an innovative progression framework where computing content has been organised into interconnected networks we call learning graphs.

Our students will experience well-designed practical activities involving different technologies.
We offer our students opportunities to:

- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- create, debug and predict the behaviour of simple programs
- use technology safely and respectfully, identify a range of ways to report concerns about content and contact.

and to develop:

- curiosity and problem-solving skills, a capacity to work with others and take initiative
- planning and organisational skills in a range of contexts
- creativity and innovation, for example though computing and computer aided design and manufacturing approaches
- skills in using tools, equipment, software and materials
- skills in collaborating, leading and interacting with others
- critical thinking through exploration and discovery within a range of learning contexts
- discussion and debate
- searching and retrieving information to inform thinking within diverse learning contexts
- making connections between specialist skills developed within learning and skills for work
- evaluating products, systems and services
- presentation skills

For subject enrichment we participate in the BEBRAS computational thinking challenge and coordinate events such as online safety presentations and virtual reality workshops. We organise an annual pupil visit to the BETT educational technology show, celebrate ‘Safer Internet Day’ and run a lunchtime coding club for Year 6.

Impact

To measure the impact, we have key learning objectives for each unit which staff also use as assessment statements. Staff are therefore fully aware of the expectations of all children. We use formative assessment in every Computing lesson. Teachers can then use these observations to inform their short-term planning to revisit and review learning. Cumulative quizzing at the start of every lesson based on their previous learning is an essential way of judging understanding and development in Computing.