‘Computing on a page’

‘Building Strong Foundations ’

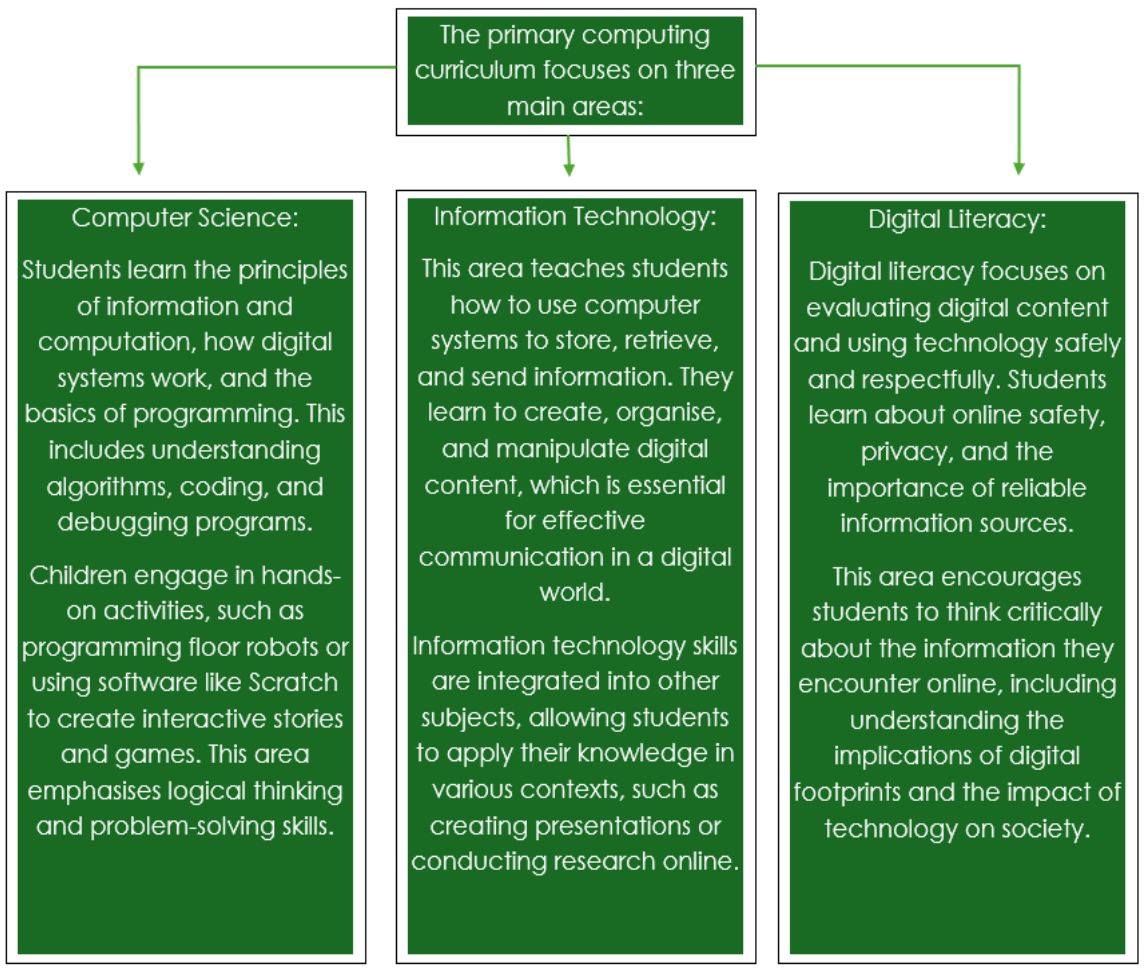
Planning

The Teach Computing curriculum is structured into units for each year group, and each unit is broken down into lessons.

Resources include lesson plans, slides, activity sheets and assessments and have been created by subject experts, using the latest pedagogical research and teacher feedback.

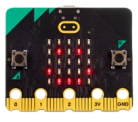
Each key stage has a teacher guide and curriculum map to help you get started.

Education for a Connected World is a framework designed to equip children and young people with the necessary digital knowledge and skills for a safe and responsible online life. The framework outlines the skills that should be developed at various ages and stages of life, helping to prepare young people for the challenges of a connected world. Additionally, resources related to this framework are available to support educators in implementing these guidelines effectively through Project Evolve.



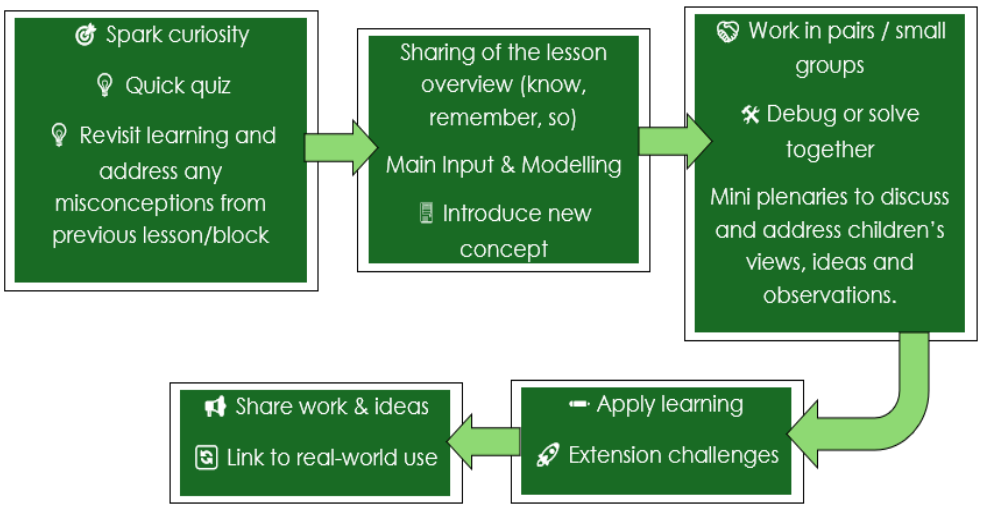
Resources:

- Teach Computing- lesson plans, PowerPoints and activity sheets.
- Project Evolve- lesson plans, PowerPoints and activity sheets
- iPads
- Laptops
- Micro:bits are compact, programmable microcontroller boards- about half the size of a credit card—designed to make learning coding and electronics fun, accessible, and hands-on for beginners and educators.



- Bee-Bot are small, programmable educational robots designed to teach young children the basics of coding, sequencing, and problem-solving in a fun and interactive way.





Purpose

Pupils are made aware that computing is essential for equipping them with critical skills such as problem-solving, creativity, and digital literacy, preparing them for a technology-driven future.

Where appropriate, lessons link to real word examples to prepare children for life in an ever changing and technology driven society.

Displays

Class ‘Learning Journey’ displays are used to display key learning and concepts.

Adaptations

(Disadvantaged, SEN, Looked-after, known to social care and other barriers)

- Effective Assessment for learning enables staff to make adaptations within lessons to enable all children to access the curriculum.
- Live Marking allows staff to identify misconceptions and address these in-the-moment. This may be on an individual, group or whole-class level.
- Staff carefully plan adaptations to stretch and challenge all children, including use of technology to overcome barriers.
- Catch-up opportunities and interventions are provided in addition to QF teaching.
- A Plan-Do-Review approach is utilised to support children who are not making expected progress. This may be in collaboration with the school’s SENCo.
- Proceeding lessons are adjusted accordingly to reflect the emerging needs of pupils. Staff will provide opportunities for revisiting gaps in knowledge.

Review/ plenary

Effective assessment for learning allows staff to provide in-the-moment feedback to children during or after lessons. Pupils will also be guided to reflect on their own or a peer’s learning (in green pen) during the lesson.

Assessment & feedback

- Pupils are provided with verbal feedback in every lesson; this may be individually, in groups or whole class.
- Insight Tracking is used to assess children against our computing objectives.
- Knowledge checks are used at the start of each computing block to assess knowledge taught previously (pre-check) and new learning is assessed with a knowledge check two weeks after the end of the block of learning (post-check).

‘For All ’