

Computing Long Term Overview

Our intent

All pupils at Edna G Olds Academy have the right to have rich, deep learning experiences that balance all the aspects of computing. With technology playing such a significant role in society today, we believe 'Computational thinking' is a skill children must be taught if they are to be able to participate effectively, responsibly and safely in this digital world. A high-quality computing education equips pupils to use creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. We want our pupils to be creators not consumers and our broad curriculum, encompassing the different areas of computing, reflects this.

We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. With this in mind, our computing pedagogy is centred around embedding computing across the whole curriculum.

Pedagogy

At Edna G Olds, computing is taught across 5 units: Computer Science, Information Literacy, Media, Data Handling and E-Safety.

Our computing curriculum relates to the topics that we cover as a year group. This way, the links made are more natural, memorable and meaningful. Our computing curriculum runs over a whole term (autumn, spring, summer) rather than over the half term, allowing for project-based work and more in depth study into the different areas that are covered.

Our pedagogical approach toward teaching computing allows the children to explore and problem solve on their own terms. We utilise a "Guide not Show" approach when children using their coding skills, as well as during their data-handling learning, in order for them to explore their own ideas and solutions.

All lessons follow the 'REAL' model for teaching and learning:

Reflect -what you already know?

Educate- the learning you are going to be doing today

Apply- application of what you have been taught

Learnt- what have you learnt today?

Computing Curriculum

Term	Area of focus
Autumn 1 – Slavery	Systems
Autumn 2 – Courageous Acts	Coding
Spring 1 - Natural Disasters	Media
Spring 2 – Innovations and Inventions	Data handling
Summer 1 - Power	Media
Summer 2 – Bridges and Structures	Coding

Digital literacy projects

Term	Project
Autumn	Creating art with keynote
Spring	Animating with keynote
Summer	Live videoing and key note