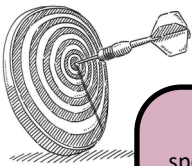


# Subject on a Page

# Computing

At SJA we want our pupils to be confident, competent and independent whilst using technology of the 21 Century. Technology is everywhere around us and will play a pivotal part in the lives of our pupils not only today but in the world of tomorrow. We aim to model and educate our children on how to use technology positively, responsibly and respectfully whilst focusing on a progression of skills in digital literacy, computer science, information technology and online safety.

## Intent—We aim to...



Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; and identify ways to report concerns .

Use a variety of multimedia to produce and present ideas .

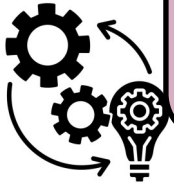
Understand computer networks and the opportunities they offer for communication

Teach children to design, write and debug programs that accomplish specific goals,

Explore software) on a range of digital devices in order to design and create programs, systems and content to accomplish given goals

Become responsible, competent, confident and creative users of information and communication technology

## Implementation—How do we achieve our aims?



### Online Safety

Though a progression across year groups children will learn about cyberbullying and ways to address it. They will learn how websites use advertising and how to create strong passwords. Children will be taught how to safely send and receive emails and be able to identify spam messages and understand what to do with them. Before leaving the school in Year 6, the children will have explored different ways of communicating online, understand why some videos and photos have been edited and be able to apply safety rules to real life scenarios .



### Multimedia

Children will be taught about text, images, sounds and motions. They will be taught to create different effects with different technological tools and use this to create content. In lower KS2 children will be shown how to use appropriate keyboard commands to amend text on a range of devices. Throughout the different year groups children will learn how to save, retrieve and evaluate their work and make amendments to it, how to insert pictures/text/graphics and hyperlinks from the internet or a personal file whilst in Upper KS2 children will also be taught how to use animations, motion lines and timings .



### Computing Systems and Networks

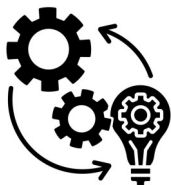
Children will be given the opportunity to use a variety of digital devices throughout their time in school. They will be shown how they work and be given the opportunity to use them, understanding that these devices accept inputs and produce outputs. They will also be taught how digital devices can change the way we work and that they can be connected to form networks.



### Coding and Programming

During this section of the curriculum, children in Lower KS2 will be taught to use logical thinking to solve open-ended problems by breaking them down in to smaller parts. They will be given the opportunity to write a program, putting commands into a sequence to achieve a specific outcome. In Upper KS2, children will use external triggers and infinite loops to demonstrate control. They will follow a sequence of instructions and use conditional statements and edit variables. They will learn how to decompose a problem into smaller parts so they can design an algorithm for a specific outcome and use it to write a program.

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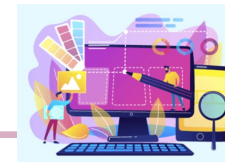
## Implementation (continued) - How do we achieve our aims?

### Handling Data

Whilst focusing on handling data, the children will be taught how to use a variety of different software so that they understand how to construct data using the most appropriate application/program. The children will also be shown how to interpret data, including spotting inaccurate data and comparing it. They will be taught keyboard shortcuts and functions to input data onto spreadsheets and create formulas. Children will also be taught about databases and how to add data to a pre-existing database.

### Website Creation

In upper KS2 children will be taught about creating their own websites. They will review existing websites and consider their structure whilst looking at the HTML/Python language used. They will be taught how to plan the features of a web page, about ownership of images, the importance of navigation paths within their webpage and implications of linking to content owned by other people.



## ✓ Impact—How will we know we have achieved our aims?

Children will talk with engagement and enthusiasm for the subject.

Children will present their work in the project books each term

Children improve their skills in computing and can apply them in other subjects across the curriculum

Computing outcomes are of a high quality, and show good progress across KS2.

Children are able to select the most appropriate device to use for the task they are undertaking