Computing

Intent	Implementation	Impact
At Wren Park our vision for Computing is:	We translate this into practice by:	We know this works for our pupils through:
At Wren Park Primary, we are committed to preparing our students for a rapidly evolving world where technology is transforming both work and leisure activities. We are proud to implement the Teach scheme of work, which provides a comprehensive and engaging approach to computing education. Our intent is to equip our students, especially those with Special Educational Needs and Disabilities (SEND), with the necessary skills and knowledge to participate confidently and safely in the digital age. We are ambitious for all our students and strive to ensure they are proficient in using technology to create, research, organise, manipulate, and store digital content. We believe in nurturing our school values of resilience, respect, and ambition in our students. Through computing, we aim to foster these values by encouraging our students to ask questions, solve problems, create, and explore. We aspire for our students to become successful learners and leaders in this digital age, demonstrating resilience in the face of challenges, respect for the digital community, and ambition to continually learn and adapt. Our curriculum covers a broad range of skills and provides deep, transferrable knowledge, ensuring our students are digitally literate and prepared for the ever-changing world. This can be seen in our cross/curricular approach to STEM and using computing across a wide range of subjects so it is deeply embedded throughout the school. We teach online safety, digital literacy, information technology, and computer science in a fun and engaging manner, making learning a joyous journey for our students. At Wren Park Primary, we believe in the power of computing to shape the future of our society, and we are committed to preparing our students for this exciting journey.	At Wren Park Primary School, our Computing curriculum is structured into three main areas of learning: • Computer Science • Information Technology • Digital Literacy Which are taught through the strands of computing systems and networks, creating media, data and information as well as programming. Our curriculum overview showcases how each of these units aligns with the National Curriculum attainment targets, as well as the topics covered in all three areas. We have implemented the Teach Computing scheme due to its excellent progression, resources, and assessment capabilities. Children have a weekly discrete hour lesson around this. This has allowed us to provide a comprehensive and engaging computing education for our students. This is supported with the regular use of technical vocabulary through quizzes, recaps and knowledge organisers, which serve to keep refreshing, recapping and supporting their knowledge and skills from both their current learning and their previous learning. We have restructured some units to ensure it is also progressive with the children's skills and knowledge in other subjects. This ensures a cohesive and integrated learning experience that enhances the overall educational journey of our students. We have also implemented the use of Lego Wedos from Year 2 upwards to create STEM days. These special days provide an exciting opportunity for the children to apply their skills from different subjects in a practical and engaging context. In addition, links have been made across the curriculum so that their computing skills can be used to enhance their learning in other areas. We are committed to ensuring that all students, including SEND pupils, are able to achieve their potential. We have implemented checks to ensure SEND pupils are achieving our ambitious plans for them. Adaptive teaching methods are used to support them and ensure they have the necessary resources and support to succeed.	Each unit of our Computing curriculum is mapped against the progression documents to ensure that learners develop detailed knowledge and skills across the full breadth of the computing curriculum through engaging and age-appropriate content. The implementation of the Teach scheme has shown a great increase in children's confidence in talking about their learning and the outcomes they produce. SEND children are able, with the use of adaptive learning supports, to also talk confidently about their knowledge. Knowledge, skills and vocabulary are being recalled and built upon from previous years. Our computing units are often themed with strong cross-curricular links to other subjects and topics, especially STEM. This approach helps to make the learning memorable, allowing links to be made and ultimately creating a higher level of engagement and understanding. Attainment and progress are measured using our assessment sheets. The high quality and consistent approach to computing teaching, that is a feature of the Teach Computing lessons, will improve attainment in knowledge and skills in computing. The impact of having a computing display will increase the profile of computing, digital literacy, and information technology across the school. With technical computing vocabulary spoken and used by all learners, the learning environment is more consistent across both key stages. Whole school and parental engagement will be improved through the use of enrichment activities and computing-specific home learning tasks. We have also implemented the use of Lego Wedos from Year 2 upwards to create STEM days. These special days provide an exciting opportunity for the children to apply their skills from different subjects in a practical and engaging context. When talking to children, they are able to recall what they did and why in these more open ended scenarios where they are able to use and apply their learning.