

# Computing at Kingfisher CE Academy

## Intent: What do we want children to learn?

At Kingfisher CE Academy:

- We will teach our children the skills outlined in the National Curriculum
- We want our children to grow up being familiar with technology and it's integral use in our daily lives
- We will facilitate a culture of exploration and learning in technology to give our children confidence to grow up exploring new technology as it is developed
- We want our children to be creators not consumers of technology
- Our children will have access to a range of different technology
- We will support technology use at home · Our children will understand the power of the internet for good and be educated on safe use
- We want our children to be masters of technology so that they can use it to support other areas of their learning
- Our children will understand computing vocabulary · All children will have equal opportunities to develop their computing skills, including our children with SEND and EAL.
- We recognise that the best prevention for a lot of issues we currently see with technology is through education, which links to elements of our PSHE curriculum. The use of electronic devices is embedded across the whole curriculum to make learning creative and accessible for all.



# Kingfisher

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## Implementation: How do we do it at Kingfisher CE Primary Academy?

At Kingfisher CE Academy we will ensure:

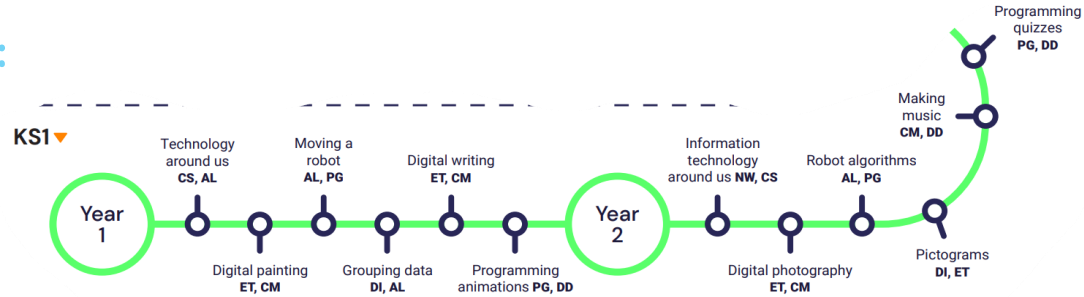
- Staff will follow the Teach Computing curriculum units (See KS1 and KS2 progression maps below).
- Staff will adapt the order of the teach computing units to make cross-curricular links throughout the year.
- EYFS will follow the Barefoot computing scheme and adapt units for yearly, cross-curricular links.
- Computing skills will be taught through discrete computing sessions and then practised and embedded throughout all areas of the curriculum.
- Opportunities to use technology will be threaded through other sessions and provision.
- Staff will have regular CPD opportunities to develop their own computing competency
- Staff will have regular CPD around e-safety and key messages will be sent to parents
- Staff will use consistent vocabulary and a list is attached to this document
- Subject lead to monitor the curriculum coverage and impact
- Staff will highlight and consider SEND and EAL children in their planning and sessions; making alternate provision if required.



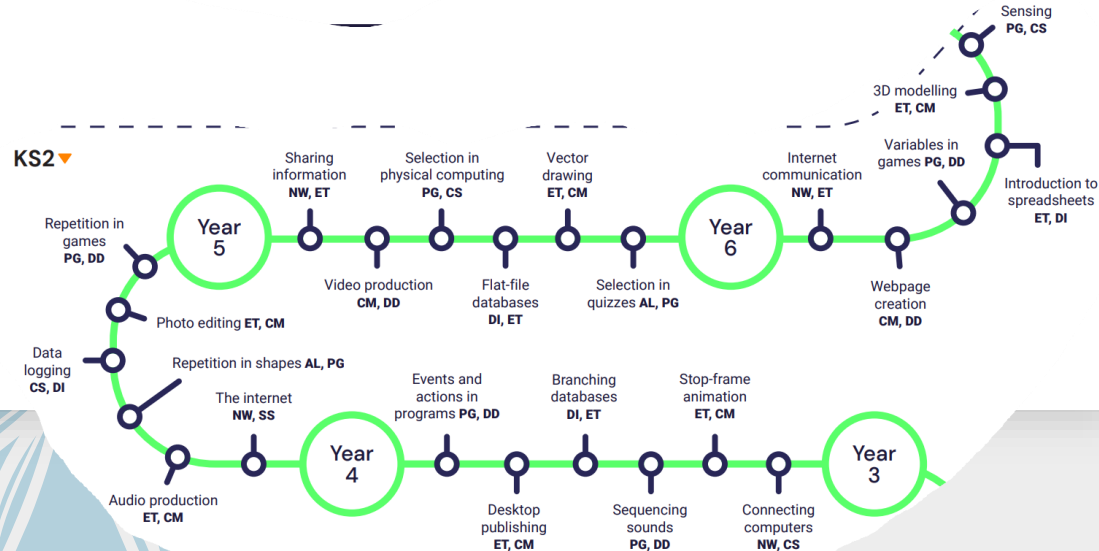
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## Implementation: Continued

**KS1 Curriculum Journey**  
(Teach Computing)



**KS2 Curriculum Journey**  
(Teach Computing)





## Impact: On leaving Kingfisher CE Primary Academy children will:

The implementation of the Teach Computing curriculum ensures that when children leave Kingfisher CE Academy, they are competent and safe users of ICT with an understanding of how technology works. We encourage our children to enjoy and value the curriculum we deliver. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well being. The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum.

When pupils leave Kingfisher CE Academy, they will:

- Be digitally literate and able to select from a range of tools and skills to create a digital outcome for a given task.
- Understand that technology needs to be used with, and treated with, respect.
- Understand the benefits and potential dangers of using the internet.
- Help themselves and others to minimise the risks of being online and know how to manage any potentially dangerous incidents.
- Be able to take creative approaches towards problem solving and use logical thinking to support their solutions