

## Our Intent at Gulval School in Computing

### AMBITIOUS



We want children to use computational thinking and creativity to understand and change the world for a better future.

### ENGAGING



We want computing to be an essential part of our curriculum; a subject that not only stands alone but becomes an integral and exciting part of all learning.

### TEAMWORK



We want children to develop positive relationships as adaptable and flexible members of a team, enabling them to be competent, confident and enthusiastic about our digital world.

### RELEVANT



We want children to work collaboratively, use technology to analyse problems and create computer programming; skills that enable them to become active participants in our ever-changing digital world.

### SKILLS



We want to equip children with the transferable skills, strategies and knowledge that will allow them to reap the benefits of the online world, whilst being able to minimise the risks to themselves and others as a responsible digital citizen.

ADVENTURES

## Implementing our Adventurous Computing Curriculum

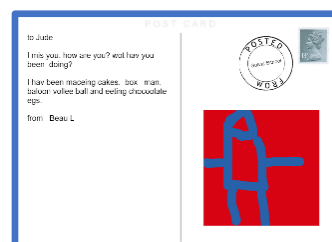
At Gulval School, we believe that the Early Years Foundation Stage is crucial in securing the solid foundations that children can build upon.

As such, children interact with technology from the very beginning, this



includes making toys work by pressing parts or lifting flaps to achieve effects such as sound and

beginning their programming learning journey by using Beebots to create and execute simple algorithms. Alongside child-initiated exploration of technology, our Adventurous curriculum allows children to engage with Computing in a range of ways using a variety of tools including iPads and laptops. Children's learning is carefully planned, ensuring that skills are taught at an appropriate age and are being built upon each year.



Children in Key Stage One begin to learn new skills linked to Digital Literacy, Information Technology and Computer Science. We provide suitable learning opportunities for all children by matching the challenge of the task to the ability and experience of the child. Children will learn to understand what algorithms are; how they are implemented as programs on digital devices; and understand that programs execute by following instructions, such as Scratch. They will be shown how to use a range of technology purposefully to create, manipulate and retrieve digital content as well as to recognise common uses of information technology beyond school. Importantly, pupils will be taught to use technology safely and respectfully, keeping personal information private and identifying where to go for help and support when they have concerns about content.



In Key Stage 2, pupils will continue to develop depth in their knowledge and skills over the duration of each of their computing topics. Employing cross-curricular links motivates pupils and supports them to make connections and remember the steps they have been taught. The implementation of the curriculum also ensures a balanced coverage of computer science, information technology and digital literacy. Pupils will have experiences of all three strands with subject knowledge becoming increasingly more challenging including the teaching of more complex skills. Pupils have opportunity to explore technologies such as crumble kits, Scratch, Kodu to support their computing learning journey.

## The Impact of Learning in Computing

Our Adventurous curriculum aims to expand pupils' knowledge and the understanding of the role technology has in school and around the world. Pupils will develop a respect for technology and its uses, know how to use technology safely, develop their problem-solving skills through enquiry and hopefully develop a love of computing.

