



## Brandesburton Primary School

### Subject Area : Computing



By the time pupils leave Brandesburton Primary School we aim to develop pupils who:-

- Are responsible, confident and creative users of technology, who apply computational thinking beyond the Computing Curriculum.
- Become digitally literate and are active participants in a digital world.
- Know how to stay safe whilst using technology and on the internet, minimising risk to themselves and others.
- Understand and follow agreed online safety rules, and know who to contact if they have concerns.
- Have practical experience using computer programs in order to solve problems, including logic & algorithms.
- Ask and answer questions through collection, analysing, evaluating and presenting data and information.
- Understand how digital networks work and the services they provide.
- Use search options effectively; understanding the need to evaluate the relevance of content.

### The Curriculum

We want our pupils to use and share their learning in creative ways and understand that technology can allow them to do this. We hope to provide a knowledge rich curriculum, balanced with opportunities for pupils to apply their knowledge creatively, which in turn will help our pupils become skillful computer scientists.

We have created a comprehensive skills progression and long term plans to ensure every element of the computing curriculum is covered, whilst also taking advantage of cross curricular links where achievable. The skills progressions build year on year to deepen learning and challenge our learners. An online learning resource, Purple Mash, is used to support teachers and helps to ensure learning is progressive. We also encourage staff to try and embed computing across the whole curriculum to make learning creative, accessible and fun.

An example of part of our skills progression for Computing

#### Brandesburton Primary School - Curriculum Progression of Skills – Computing



Skill domains:	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Digital Literacy</b> (red on long term plan)	<ul style="list-style-type: none"> <li>• I can recognise common uses of information technology beyond school.</li> <li>• I understand the rules and responsibilities outlined by the school's online safety rules and begin to understand where to go for help when they have concerns.</li> <li>• I can develop an understanding of how to keep my personal information private and understand I need to use technology safely and respectfully.</li> </ul>	<ul style="list-style-type: none"> <li>• I know my responsibilities from the school's online safety rules and know how to report any concerns I have.</li> <li>• I can recognise situations using technology and the internet that are not safe and I know where to go for help.</li> <li>• I am beginning to develop an understanding of the importance of computers and the internet to communicate.</li> <li>• I can develop my knowledge of the technology used in everyday life in a range of situations and I can discuss my ideas.</li> </ul>	<ul style="list-style-type: none"> <li>• I can use technology safely and respectfully and have an understanding of how to keep information secure.</li> <li>• I realise the importance of reporting any concerns about the internet and other communication technologies, and know some ways in which I can do it.</li> <li>• I can develop an understanding of what is acceptable and unacceptable online behaviour.</li> <li>• I realise that not all information on the internet is trustworthy and there is a need to verify its reliability.</li> </ul>	<ul style="list-style-type: none"> <li>• I can use technology respectfully, responsibly and safely, knowing how to keep information and passwords secure.</li> <li>• I know different ways of reporting concerns about content and contact involving the internet and other communication technologies.</li> <li>• I have a greater understanding of what is acceptable and unacceptable online behaviour.</li> <li>• I can start to develop strategies to verify the reliability and accuracy of information on the internet and develop an awareness of copyright.</li> </ul>	<ul style="list-style-type: none"> <li>• I can use technology safely, respectfully and responsibly and continue to develop skills to identify risks including developing an understanding of digital footprints.</li> <li>• I know a range of ways of reporting concerns about content and contact involving the internet and other communication technologies.</li> <li>• I understand what acceptable and unacceptable online behaviour is.</li> <li>• I can use strategies to verify the reliability and accuracy of information on the internet and understand copyright.</li> </ul>	<ul style="list-style-type: none"> <li>• I am a competent user of technology using it safely, responsibly and know about digital footprints and 'strong' passwords.</li> <li>• I can demonstrate that I can identify the risks involved with content and contact and know a wide range of ways of reporting any concerns I have.</li> <li>• I understand what acceptable and unacceptable online behaviour is.</li> <li>• I can use strategies to verify and evaluate the reliability and accuracy of information on the internet and understand what copyright and plagiarism is and how it relates to my work.</li> </ul>

## Pupil Voice

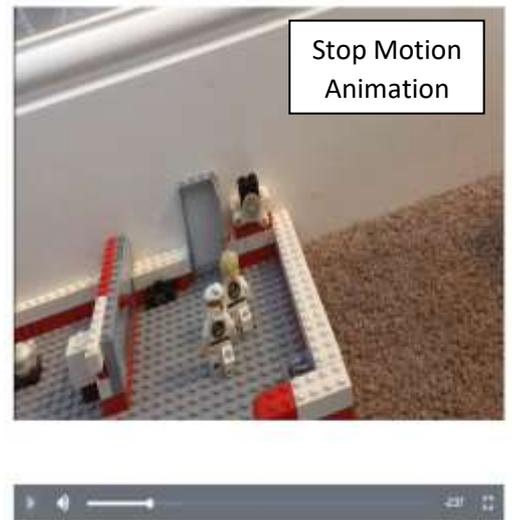
I have enjoyed using Purple Mash 2code because it is really making me think.

I like our computing sessions because it is learning new skills. I get to explore things and try things out. I might use these skills in a job when I am older.

## Photos



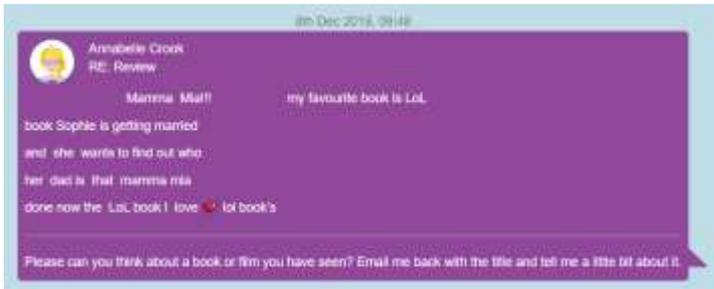
In Computing, we have been looking at searching and presenting. We decided to link our work to Matt Dixon an artist who paints robots. We chose our favourite pictures and created piccollages of his work. We then used them as inspiration for our own artwork.



[Check out some of Class 2s coding here - vimeo.com/388100126](https://vimeo.com/388100126)

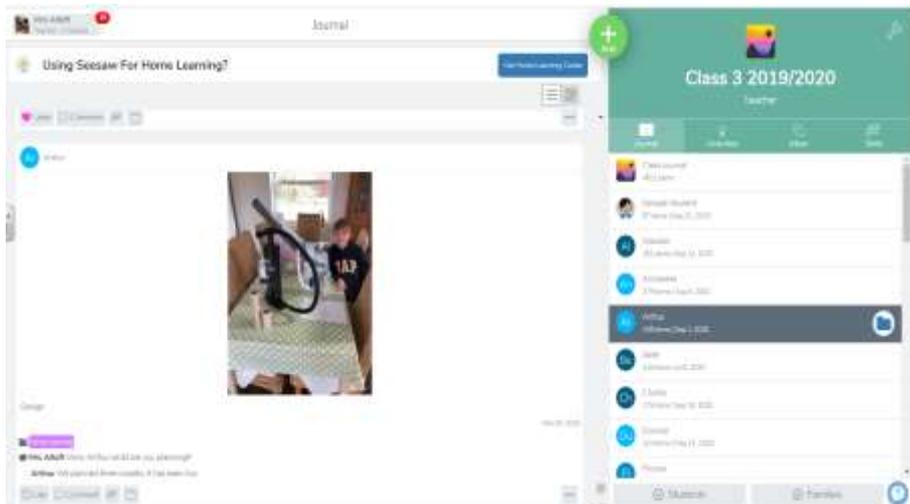
## Purple Mash

As a school we use Purple Mash, an online resource created by 2Simple, to supplement our plans. The website is used both for our Computing sessions and also as a cross-curricular resource. The site can be used in school as well as at home and all children have individual logins and passwords.



## Seesaw

We also use Seesaw, an online journal to store and gather work. All children in yrs1-6 have their own account within their class and can upload work both in school and at home. This format is also used for homework and was used for remote learning during Covid.



## MrP ICT

Recently, we have purchased an online resource 'MrP ICT' which provides staff opportunities to upskill themselves in areas of Computing which can be used across the whole curriculum. This in turn allows for the children to further develop their own skills and knowledge.



## Educational visits, visitors and theme days

We are committed to providing opportunities linked to the Computing Curriculum through educational visits and theme days. For example, both Key Stage 1 and 2 visited BBC Radio Humberside to see uses of information technology outside of school.

### Useful Websites

[www.purplemash.com](http://www.purplemash.com)

<https://code.org/learn>

<https://www.bbc.co.uk/bitesize/subjects/zft3d2p>

