

Brandesburton Primary Curriculum

Intent, Implementation & Impact: ICT



<p>Intent</p>	<p>At Brandesburton School we understand that technology is everywhere and will play a pivotal part in our children’s lives. We believe in the need to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators not consumers and our curriculum, which encompasses computer science, information technology and digital literacy reflects this.</p> <p>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 will in turn help our pupils become skilful computer scientists. We encourage staff to try and embed computing across the whole curriculum to make learning creative, accessible and fun.</p>
<p>Implementation</p>	<p>We have an embedded long term plans from EYFS to Year 6, with a supportive knowledge progression document, to ensure every element of the computing curriculum is covered. Our progressive objectives show what pupils should know and be able to do in each aspect of computing by the end of each year group. The knowledge and skills progressions build year on year to deepen and challenge our learners. Computing is taught on a weekly basis and key learning embedded by using the same process across the whole curriculum: Review, Revisit and Refresh.</p> <p>Through the computing curriculum, pupils will develop an understanding of the following key concepts. These concepts are revisited through different units as pupils move through the school. By the end of primary school, children will know and understand these key concepts.</p> <p>Digital Literacy - Online Safety / Digital awareness & communication</p> <ul style="list-style-type: none"> - Becoming a responsible digital citizen - understanding digital footprint and how to use and navigate internet safely. (yellow on long term plan) <p>Information Technology - Data Handling / Creating Digital Media and Content / Presenting Information</p> <ul style="list-style-type: none"> - Using Computers in a purposeful way – research, create, edit, and manage files. (blue on long term plan)

	<p>Computer Science - Computer programming and game creation / How computers and networks work</p> <ul style="list-style-type: none">- Understanding how Computers and networks work, learning foundation principles of Computer Programming. (red on long term plan)
Impact	<p>We encourage our children to enjoy and value the curriculum we deliver. We constantly ask the ‘why?’ behind their learning in order to develop learners who discuss, reflect and appreciate the impact computing has on their learning and development. We give the children the skills that they need to access and engage in a number of different computer programs and a knowledge of how to perform simple operations which could be used in the work place: preparing them for life beyond the classroom. We aim to ensure that our children leave Brandeburton fully aware of how to keep themselves safe on the internet, and are vigilant in reporting any issues if/when they arise.</p>