

## Computing Leader

Our Computing Curriculum Leader, Marc Faulder, is a passionate and knowledgeable leader of the subject. In 2013 he was recognised by Apple as a Distinguished Educator for innovation, leadership and excellence.

Marc supports our staff to achieve their Apple Teacher qualification as well.



Distinguished Educator



## Computing at Burton Joyce Primary School

At Burton Joyce Primary School we want our students to be 'Ready For Anything'.

The Computing subject is planned and taught to help our learners become critical thinkers, creative learners, reflective learners, team workers and independent enquirers.

There are three areas of the Computing curriculum which begins in the Foundation Stage taught through to Year 6:

- Everyone Can Code,
- Everyone Can Create,
- Everyone Can Stay Safe.

Our children have a unique start to school with our innovative Computing curriculum. Reception children finish the Foundation Stage with a depth of knowledge and understanding of using technology effectively for learning. Their excellence continues through to Year 6 where they demonstrate their comprehensive Computing skills to present and evaluate high quality digital work.

## Curriculum Design & Sequencing of Content

We teach children a knowledge rich Computing curriculum that has high expectations and designed to be progressive in skills for creating, coding and staying safe online.

Computing is organised into a linear sequence building on children's prior knowledge. There is an overview of progressive skills which is linked to class topics.

## Community Links



### Regional Training Centre

Burton Joyce Primary School is the home of the Apple Regional Training Centre Nottingham. We work with Apple and Jigsaw24 to provide free professional development for teachers and education professionals who are using Apple technology in schools.

We also have a strategic partnership with The University of Nottingham which allows us to research educational technology and implement nationwide trials with Education Endowment Foundation funding.

## Everyone Can Code

This area of Computing progresses children's understanding of computer science through the specific teaching of coding. Children learn computational thinking skills which will help develop their problem solving skills and they also become programmers by learning cornerstone coding concepts, including the specific coding terminology.

By the end of Year 6, children will be able to read and write basic Swift code.

## Everyone Can Create

Computing, and the use of technology, contributes to becoming 'Ready for Anything' by preparing all young people to participate in a rapidly changing world in which work and other forms of activity are increasingly dependent on.

This area of Computing develops pupil's digital communication and creative skills of images, film, sound and data handling. They learn to save and retrieve work, type and use touch screens or mice and research online in most in computing lessons.

Most importantly though, they learn to present and evaluate their digital work for a particular audience and purpose.

## Everyone Can Stay Safe

No child should feel unsafe when using technology, including being safe online. Children will know what online bullying and online safety is and how to manage problems if they arise.

They will become capable of discriminating information and the ways in which it may be used online. We will teach them how to make informed judgements of when technology should be used and how it can achieve maximum benefit to work and learning.

*"Children's skills in using information and communication technology are a particular strength". OFSTED, 2014*

*"Pupils have learned how to stay safe online when they are playing games online. They know not to share any personal information and to block people they do not know. Pupils say that bullying is rare and that they have never experienced cyberbullying but would immediately report this should it occur". OFSTED, 2019*