

Our Computing Journey

Intent

The computing curriculum at Mablethorpe Primary Academy excites and inspires children to master technology; using it positively, responsibly and safely. Mablethorpe children use technology to understand and change the world.

Through hands-on learning experiences, students will develop a deeper understanding of networks, media production, programming, and data structures, as well as an appreciation for the ethical and social implications of technology. Computing will be linked to other subjects, providing students with an insight into how technology underpins the modern world. The curriculum aims to prepare students for future careers, life as digital citizens and to inspire a lifelong love of learning in this exciting and rapidly changing field.

Implementation

Learning is sequenced so that students' knowledge of each strand builds by introducing and revisiting it as the children progress through the school. We use a combination of adapted schemes of work from NCCE Teach Computing and BBC micro:bit as well as independently planned schemes.

Vocabulary

Computational vocabulary is introduced and used throughout the curriculum, it is built on each strand, each year. Vocabulary is introduced, along with informal terms, with a definition and practical examples.

Aspirations

Students are exposed and guided through the use of basics tools and software that are common in modern workplaces. Computing opens up global opportunities for employment and experiences, by exposing and guiding our students through the use of a variety of software we are preparing them to better take future opportunities.

Resilience

Computing allows and encourages resilience through being able to edit documents and there being no permanent mistakes with media, through the need to debug programs and algorithms to ensure success and the ability of software to check for errors and bugs itself.

Experience

Computing allows us to experience opportunities remotely that would otherwise be unreachable, such as video calls and video recordings. External experience days showing students real world applications of computing support us in showing students what they can achieve beyond what they think is possible.

Self-esteem

Computing is a subject for all. Every student is able and supported in accessing the curriculum. Computers have many accessibility tools to allow successful use and good experiences. Computing can remove many barriers that reduce the chance of success that are present in other subjects.

Impact

Students are making good progress when they are confident in the main objectives of each lesson over each term.

To measure the impact of our curriculum, key skills and knowledge have been identified which we believe to be crucial for children to have grasped before they move onto their next stage of learning. Mablethorpe children will demonstrate these skills and knowledge through the creation of various digital media, such as pictures, documents and programmes.

Currently, computing at Mablethorpe Primary Academy is 'developing'. Staff subject knowledge is being continuously improved to increase the consistency of the progress of our students. The curriculum is being constantly assessed and adapted, using both staff and student perspectives.