Lever House Primary School
Learning, Creativity and FUN!

Computing Report

Subject Overview:

At Lever House we believe that digital technology plays a vital role in children's learning; not only does it provide exciting opportunities that children want to engage in, but children need to develop the skills, knowledge and understanding as it is an integral part of our modern society. Online safety is a crucial part of children's education in today's digital world and is embedded in their learning at our school.

When our pupils enter the world of work it will be essential that they are fully computer literate and inspired to use, manipulate and develop their skills in creative, problem solving situations. Computers are now part of everyday life. For most of us, technology is essential to our lives, at home and at work.

Planning

At Lever House, we have developed our own bespoke computing curriculum, which is taught over a two year rolling program and includes EYFS. Each half term concentrates on one of the three parts of computing:

- Computer Science
- Information Technology
- Digital Literacy

Children progressively gain the skills and knowledge to produce a purposeful project each half term linked to their topic.

The computing curriculum can be taught discreetly; however some learning objectives can be covered and embedded by using technology to demonstrate learning in other subjects.

The teachers will use computing as an additional tool within lessons to help children become creative thinkers and access learning in a variety of ways. Lessons are planned to maximise learning potential and iPads can be used, both independently or collaboratively, to support this when appropriate.

Assessment:

Ongoing assessment and review is fundamental to everyday teaching at Lever House, teachers are constantly making judgements with regards to attainment in

lessons and altering provision accordingly. We encourage the benefit of 'best mistakes' and see these as extra learning opportunities. The use of 'Agree, Build, Challenge' is embedded across our school and gives children the chance to assess each other's understanding of computing concepts.

The way our pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We look for evidence through reviewing pupil's knowledge and skills digitally in the projects we teach and store on Showbie. Throughout any computing project the pupils are assessed against the key skills taught and their knowledge and understanding of the subject.

On a termly basis, assessment data is collected, analysed and acted upon. Summative assessments are reported to families in their end of year report, stating whether they are working at age related expectations, working at greater depth or working towards the expected standard.

Trackers are used to monitor the progress of all cohorts as well as groups of pupils including pupil premium, SEND and AGT. End of year data is analysed, any trends or areas of development are identified and this is used to inform the subject development plan.

Able, Gifted Talented

Computing has a high profile at Lever House. Our children are confident using a wide range of software, and are diligent learners who value online safety and respect when communicating with one another. We also encourage our children to have fun, enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want our learners to discuss, reflect and challenge their learning and development giving reasons and justifying the choices they make.

Most teachers have gained the qualification of 'Apple Teacher' and reinforce the expectation that all pupils are capable of achieving high standards in computing. Pupils working at greater depth or with a keen interest in computing are often chosen to be iLeaders in Year 6. Teachers challenge AGT pupils through more opportunities to extend their knowledge and skills, with more challenging tasks e.g. limiting the number of commands/blocks of code they have available to achieve a specific goal.

COVID Impact, adaptation and changes:

Covid 19 and the subsequent lockdowns have affected the teaching and learning of computing. Certain aspects of the curriculum were unable to be covered during home schooling particularly in KS1. These were often units that required specific

resources or programs that children may not have had access to at home. However, in KS2 most children had a 1:1 iPad that did go home, so staff endeavoured to teach computing skills through their afternoon Zoom lesson. Units of work and lessons were also uploaded to Showbie. For example, year 6 were encouraged to complete Swift Playground unit of work at home. The computing leader also tried to signpost parents/carers and pupils to online safety lessons through various free websites and encouraged families to take part in different computing learning such as the Hour of Code. As a result, this year teachers will need to ensure previous year group skills are revisited before teaching any new skills.

Enrichments

In addition to our computing curriculum, we have 12 iLeaders from Year 6, who are all excelling in computing skills. Their jobs include increasing the awareness of Online Safety and promoting the positive use of IT across school, supporting others in class and younger pupils with computing, testing out new software first to become experts and support other classes.
National online safety day was celebrated as a whole school on 8th February 2021.
Computing after school clubs will be offered to Year 4 (November 2022) and Year 2 (March 2023)

The following photos show a variety of ways we use technology throughout Lever House School.