Intent, Implementation and Impact Overview 2022-2023

Subject Leader Curriculum Intent, Implementation and Impact Overview			
Subject: Computing		**Subject Leader: Emily Romain and Ollie Mackrill**	
Intent	**Research links**	**Implementation**	**Impact**
At Balksbury Federation, we want our children to understand the potential of technology and start to build computing skills for the future. We want them to become digital creators, using technology to support other areas of their work and lives, and also to understand the responsibilities of being digital consumers so that they may remain safe and have good online relationships and wellbeing. Our federated Computing Curriculum covers the three core areas of the National Curriculum: Computer Science, Digital Literacy and Information Technology. It strives to develop resilient, reflective, creative and independent learners. There is provision for children to become computational thinkers, tackling complex problems, making mistakes and learning from them. It will also engage children through the creative use of technology to prepare them for the next stages of their lives in a demanding 21st century and the technology that awaits their future. We recognise the importance of educating the children in our federation about e-safety. We want our children to become good digital citizens, to know how to stay safe and keep others safe online. It is	***The National Curriculum 2013*** *states that a high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. It also ensures that pupils become digitally literate and to be able to express themselves and develop their ideas.* ***National Centre for Computing Education*** *Effective pedagogy is at the heart of good teaching and learning; successful computing teachers combine their knowledge of the subject with evidence-based teaching practices* ***NSPCC*** *Being online is an integral part of children and young people's lives. Social media, online games, websites and apps can be accessed through mobile phones, computers, laptops and tablets – all of which form a part of children and young people's online world. The internet and online technology provides new opportunities for young people's learning and growth, but it can also expose them to new types of risks. E-safety should form a fundamental part of schools' and colleges' safeguarding and child protection measure* ***Naace*** *Computing is a practical subject, in which invention and resourcefulness are encouraged. The ideas of computing are applied to understanding real-world systems and creating purposeful products.* ***Jason Kreuger*** *Because technology is all around us, it's important for children to begin*	Balksbury uses a wide range of programs and resources so that children are exposed to a balanced curriculum. For example, Scratch, Crumble, Micro:bits, Google Suite Platform and Microsoft Systems. Our children are also exposed to innovative technology across the curriculum including virtual reality headsets which supports building Cultural Capital. The Computing Curriculum is delivered in units of work that build a progression of knowledge and skills over time. Children at Balksbury will have the opportunity to work with Desktop PCs, Virtual Reality headsets and IPads. Our approach reflects our children's enthusiasm. Teachers facilitate children's curiosity with challenge and modelling how to use the equipment safely. As with other subjects, Balksbury Key Stones underpin our Computing Curriculum so that there is a focus on making memorable moments and experiences; opportunities for computational thinking through designing, writing and debugging programs that accomplish or stimulate systems and opportunities to share and reflect on how programs need to be systematic. Through our implementation, we equip children with knowledge and skills, and understanding they need to thrive in the digital world and into the future, for	At the end of each year, children have developed their computing knowledge and skills. They will have gained a new or developed understanding of online safety and how to keep themselves safe online. At the end of their journey at the federation, children know about why technology is used within school as well as in the home and outside world. Balksbury children are confident, competent and safe users of technology and have an understanding of technology works. Children will have developed skills to express themselves and be equipped to apply their skills in computing to different challenges going forward.

important to the federation that we teach our children to test out what and who they see and the importance of what they share in their digital footprint. Within our 5 Year Vision at Balksbury Federation, we will continue to provide our children with STEM activities that incorporates Computing and other subjects so that they gain a greater insight into both natural and artificial systems. Our federated Values are important to the federated community, therefore, our Computing Curriculum will provide opportunities to work collaboratively, persevere and show respect.	*understanding and learning about STEM and computer science early on. One of the biggest benefits of learning these concepts is that studies prove it can increase critical thinking.*	example, collecting, evaluating and presenting data and information. Digital Literacy opportunities in order to gain a digital awareness of how being online is paramount to modern life are not only implemented into our Computing Curriculum, but permeates throughout all the curriculum. Our curriculum provides building and programming opportunities in Year 6 using a cross curriculum STEM resource.	