



# West Hove Infants-‘Aim High and Smile’



## Curriculum Overview for Computing

The Computing curriculum aims to give children an ability to use computing devices in a wide range of curriculum subjects. They will begin to understand the ways in which we are connected to others through technology and the way in which we need to stay safe, responsible and respectful online. They will also learn how to use a range of software, to organise and communicate their ideas and manipulate data they have collected. They will learn the basic skills of coding and use digital devices to create and share their own work.

We aim for all children at West Hove Infant School to enjoy exploring and preparing for the digital world in which we live. We have invested heavily in technology and we have a fully equipped Computer Suite at each school site, interactive whiteboards in each classroom and a set of class iPads for each class across all age groups.

We teach computing both as a separate subject with each class having time allocated in the computer suite but also use Computing as a cross curricular tool in Maths, Literacy, Science and foundation subjects.

There are three main strands to computing at our school that underpin the computing we teach. These are:

- Digital literacy – The ability to use technology to express themselves and create and communicate information to others
- Computer Science – The ability to read, write and understand simple programs and to de-bug (correct mistakes) in algorithms
- Information Technology – To use technology purposefully to create, organise, store, manipulate and retrieve digital data.

Computing demands a high level of subject specific skills and these are taught alongside our three computing strands.



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The teaching of computing will encourage children to attain high standards by working in half-termly or termly blocks based on one of the three areas of computing learning.

Each unit of work will directly link to one of the three main themes of computing and build in the skills and understanding that the subject requires. For example, we have developed units of work on coding, creating posters, and databases.

The children in the Early Years Foundation Stage work towards the Early Learning Goals, in the area of Technology. The requirements for Technology are found in the Knowledge and Understanding the World Strand. We have noticed that as children enter our school their technology experience is mostly from touch screen technology and therefore, mouse and keyboard skills are particularly lacking. Due to this, we have changed our curriculum to ensure that the EYFS children are gaining the skills and experience to access a wider range of technology. We then use the three strands of computing to guide our other units of work where children experience some simple programming, use technology to share, find and retrieve information and locate programs and information that they need.

In Key Stage One our children work towards ensuring they have developed a deeper and wider understanding of the strands. To do this we believe it is important to regularly return to each of the three computing strands. We have units of work based on each strand both in year 1 and year 2. For example, in Year One we use Bee-bots as a concrete and pictorial way to introduce and develop the skills of Computer science. In Year two this become more abstract when we develop the strand further by using Scratch and online programming tools to code and debug algorithms.

We believe computing is best taught as a hands on subject and expect all children to access technology on a regular basis during their time at our school. We encourage the independent use of software and hardware and use a range of support and scaffolding to encourage children to develop these skills. Other children are also used as ‘experts’ and



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partnership working is used as a way to build and support all levels of learners. Higher order questioning and application of knowledge across a range of platforms is used as a way to extend further children who have the ability to ‘dive deeper’ into the subject.

We aim that children at West Hove Infant School will develop the skills, knowledge and understanding required to continue their digital learning as they move on from our school. The adults in the school are assessing the children’s progress and abilities on a regular basis and in computing we use an approach where we work towards an end product as part of our unit of work to help assess the children’s knowledge and understanding without having to ‘test’ what they have learnt. Children’s progress is used as a tool to inform future learning and to ensure coverage of the curriculum is engaging and thorough.