



## Our vision for Computing at St George's



'Let all that you do be done in Love' 1 Corinthians 16:14

*The example of Jesus Christ and the Good news that he brings inspire St George's school to be a place of hope and a caring and inclusive community in which we all love to learn and learn to love*

*"Everybody should learn how to program a computer because it teaches you how to think" - Steve Jobs*

Computing prepares pupils to participate in a rapidly changing world in which work and other activities are increasingly transformed by access to varied and developing technology. Pupils use computers to find, explore, analyse, exchange and present information responsibly and creatively. They learn how to employ computers to enable rapid access to ideas and experiences from a wide range of people, communities and cultures. Increased capability in the use of computers promotes initiative and independent learning, with pupils being able to make informed judgements about when and where to use computers to best effect, and to consider its implications for home and work both now and in the future. Our intent is to educate our children about how technology can enrich their learning and their daily lives. The children will be aware of what makes a good digital citizen and be able to critically analyse information and communication to determine what can be trusted, treated with caution or reported. The children will be able to confidently utilise technology to create and present cross-curricular digital content as well as develop computer science skills such as coding, which will link to their future view of the world.

Computing at St George's is taught through the National curriculum and the Cornerstones skills of progression to ensure we build on previous skills and learning. It follows the Purple Mash scheme, with additional elements added through Code.org, Scratch, green screen and Crumble programmable devices. The children's knowledge and skills will develop year on year as the delivery of the curriculum becomes embedded and therefore the scope and scale of the projects delivered will also increase in complexity as they progress through the school. Children will be given a variety of opportunities to use technology across a range of subjects to create their own projects linked to the context of their learning. Where possible, our challenges will always include a digital presentation at least once per term and these are linked to real-life examples that will prepare our children to have the skills for a rapidly developing future.

Children will be critical thinkers when it comes to digital content and be able to evaluate benefits and risks associated with online behaviour. They will be aware that the online and offline world are integrated and therefore their behaviour online needs to have the same checks in place as if they were offline (e.g. stranger danger). Children will be developing computing science skills that are in line with expectations of the National Curriculum, following the Cornerstones Skills criteria. As importantly children will find computing a fun and engaging subject that they want to explore independently.

*'Sowing seeds on as much soil as possible' Luke 8:1-11*

*Technology lets us connect with a bigger audience than ever before.*

**Our six principles for the teaching of Computing are:**

- Learning in response to a rapidly changing world
- Exploring the relevance and purpose of technology across all subjects
- Investigating and using vocabulary linked to computing
- Exploring a range of technology to develop a wide range of skills
- Using technology to enhance our love of reading
- Knowing how to keep safe online

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## St George's Computing approach

Challenge question or objective  
- linked to Learning Challenge with a purposeful outcome



Skills burst

Digital  
Literacy

Program-  
ming

Hand ling  
Data

Mult i-  
med ia

Technolo-  
gy in our  
lives



Application

Pres ent

Assess

Edit

Improve



Project-based learning outcome/  
presentation.

Evaluation

READING, VOCABULARY/spoken language, MEMORY – Deep learning, FEEDBACK AFL  
Christian Values, British Values, Building Learning Powers, Growth Mindset, SMSC

Links to other curriculum areas.

Assessment