**ASHURST CE AIDED PRIMARY SCHOOL

Computing Intent, Implementation and Impact Statement**

**Intent**

Computing at Ashurst CE Aided Primary School through an ambitious, modern and relevant education in computing intends to equip pupils to be ‘thinkers and innovators’, to be able to use computational thinking and creativity to become active and proficient participants in our rapidly changing digital world.

At Ashurst CE Primary school we believe that it is extremely important that pupils understand how to use ever-changing technology as tools for learning, as a means to enhance their creativity, and as a means to equip them with essential skills for their future, wheresoever that may lie.

We intend to ensure that pupils understand the advantages and disadvantages of computing technologies and their online experiences, to develop as respectful, responsible and confident users of technology and be aware of measures that can be taken to keep themselves and others safe online.

At Ashurst Primary our aim is to provide a computing curriculum that is designed to balance acquiring a broad and deep knowledge alongside opportunities to apply skills in a variety of digital contexts. Computing is taught discreetly to all year groups as well as pupils being given ample opportunity to apply and develop what they have learnt across wider learning throughout the curriculum.

**Implementation**

Our scheme of work for Computing is adapted from the ‘Teach Computing’ and ‘Purple Mash’ programmes of study and covers all aspects of the National Curriculum.

Based on the latest pedagogical research our scheme of work provides an innovative framework where computing concepts, knowledge, skills and objectives are clearly identified.

Our computing curriculum is broken down into three areas of study: Computer Science, Information Technology and Digital Literacy. The curriculum aims to equip pupils with the knowledge, skills and understanding they need to thrive in the digital world of today and the future.

The national curriculum for computing aims to ensure all pupils:

* can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation (Computer science)
* can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems (Computer science)
* can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems (Information technology)
* are responsible, competent, confident and creative users of information and communication technology. (Digital literacy)

As part of our computing curriculum Ashurst CE Aided Primary School subscribes to Purple Mash 2Code and, together with Scratch, provides all children with access to Block Coding resources as well as resources via their Google accounts and the online Hour of Code. Block coding lessons provide a graphical approach to coding where pupils drag and drop events, objects and actions to make things happen in a program, progressing to building their own interactive programmes, games and Apps.

E-Safety and Digital Citizenship

# At Ashurst Primary we take online safety extremely seriously. A key part of all digital learning and the implementation of our computing curriculum is to ensure that our pupils’ safety is paramount.

# All children have a right to enjoy their learning online and be able to access safe online spaces and benefit from the many opportunities that a connected world can bring, appropriate to their age and stage of learning.

# Pupils build online resilience through the ‘Education for a Connected World framework – Project Evolve’ the framework aims ‘to support and broaden the provision of online safety in education’. This together with ‘Purple Mash E-Safety’, National Online Safety resources, London Grid for Learning resources and ‘Jigsaw’, the school’s PHSE program, supports our aims to promote the development of safe and appropriate long-term behaviours, build resilience and effect a positive culture in pupils online learning and use.





Topics within each year group include:

* Self-Image and Identity - This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and identifying how media influence can propagating stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour.
* Online Relationships - Explores how technology shapes communication styles and identifies strategies for positive relationships in online communities. It offers opportunities to discuss relationships, respecting, giving and denying consent.
* Online Reputation - Explores the concept of reputation and how others may use online information to make judgements. It offers opportunities to develop strategies to manage personal digital content effectively and use technology to create effective positive profiles.
* Online Bullying - This strand explores bullying and other online negative behaviours and how technology impacts those issues. It looks at strategies for reporting and intervention and considers how bullying and other negative behaviour relates to legislation.
* Managing Online information - Explores how online information is found, viewed and can be interpreted. It looks at how to search effectively, critical evaluation of information, how to recognise risks and the management of online threats and challenges.
* Health Well-being and Lifestyle - How technology can impact on our health, well-being and lifestyle e.g. mood, sleep, body health and relationships. It also looks at understanding negative behaviours and strategies for dealing with them.
* Privacy and Security - How personal online information can be used, stored, processed and shared. Strategies to limit the impact on privacy and protect our own information and machines.
* Copyright and Ownership - This strand explores the concept of ownership of online content. It explores how to protect personal content and credit the rights of others and the consequences of illegal access, download and sharing.

Our E-Safety and Digital Citizenship schemes of work offer a balanced, age appropriate approach to addressing online safety and digital security, encouraging critical thinking, ethical discussions, media creation and decision making which all act to enhance pupils’ digital literacy skills and experiences.

Up-to-date materials and digital e-safety guidance is also offered to parents, carers and the wider community, with digital safety and citizenship a high priority. Information is shared via the school’s website with the National Online Safety advisory board resources a key feature, together with targeted advice and information e.g. Remote Learning e-safety and resources.

Ashurst CE Primary School has a wide range of hardware and software to support our computing curriculum including:

* Broadband provided by the *London Grid for Learning*, fully inclusive of online teaching resources
* WiFi throughout all school areas
* Clevertouch Interactive teaching boards in each classroom (2 in infants classroom)
* ActivPrimary software interactive teaching resources
* Microsoft programmes and resources
* Google Classrooms including a wealth of remote learning support Apps
* Laptops for every teacher
* Teaching laptops for every classroom (2 in Infants room)
* Google ChromeBooks for every junior pupil (including use for remote learning where appropriate)
* 45 Ipads for Infant and Junior use
* 5 additional static PCs for Junior pupil use
* Headphones and microphones
* 20 Beebots
* Microbits via our community Computing Support group SGS

All children are provided with Google Education Suite accounts and work can be accessed both in school and remotely.

Technical and curriculum support is provided by our onsite teaching computing support specialist Mrs Hedley, the London Grid for Learning, Entrust technical services, Google for Education specialist support including for remote learning. South East Grid for Learning Online Safety programme & resources.