

# Computing at Stanley Grove Primary Academy



At Stanley Grove Primary Academy we provide a curriculum that has been designed for our community. Our carefully selected drivers shape the curriculum, bring about the aims and values of the school, and respond to the particular needs of our pupils: **Communication**: we listen, express ourselves, collaborate and perform with confidence; **Exploration**: we are curious to dig deeper, make links and have new experiences ; **Creativity**: we are reflective and use our imaginations to problem solve and create something new of value. Blending knowledge and skills, our curriculum is rich in language and vocabulary, and learning is supported through enriching experiences.

As a **Gold UNICEF Rights Respecting** and **Nurture UK** school, we promote children's rights, nurture principles and the British values of democracy, rule of law, individual liberty, mutual respect, and tolerance of others.

## Why we teach Computing:

At Stanley Grove, we see the importance and value in teaching our children to be confident and proficient in computing. It is an essential skill that allows learners to explore and communicate with a rapidly changing world. As our students grow and develop as the first generation of children with full access to digital technology and the internet, it is our aim to educate our pupils on how to become fully fledged digital citizens in line with the government's 'Educated for a Connected World' framework.

Our children learn how to: be proficient in coding using blocks; use technology to connect with others; use technology to communicate with others; and use technology to collect, devise, construct and manipulate data.

We also teach our children about the dangers of the online world, the potential threats they may encounter online, and what they can do to keep themselves safe, as well as show them what to do if something goes wrong.

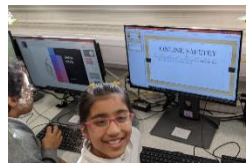
## How we teach Computing:

In Stanley Grove, each class is taught two discreet computing lessons every three weeks by our specialist teacher. These lessons cover the National Curriculum for computing, where our children are taught through a bespoke spiral curriculum that revisits and reviews previous learning to equip children with the skills and knowledge they need for secondary school.

Children are already aware of how prevalent technology is in their lives, and are taught how this technology works, whether it is at home, in school or worldwide. For example, children are taught how their devices connect to the internet and therefore devices around the world.

Teaching is inclusive and differentiated so that all children can access the learning at a suitable level for their attainment. Teacher input is sought when reviewing the curriculum, to adapt and improve unit content to keep learning interesting and relevant for pupils.

At the end of their time at Stanley Grove, children are confident coders, handlers of data, creators of media, understand systems and networks, and know how to be safe digital citizens.



## What Computing looks like at Stanley Grove:

Computing lessons are interactive, with a wide variety of unplugged and practical lessons designed to engage and equip pupils with knowledge coding, computational thinking, problem solving, handling data, creating media and collecting data. Children can explain why computing is important and relevant in their lives.

Children's unplugged work is kept and assessed as part of their portfolio, and digital work is saved onto a school system so that each child has a digital portfolio of work demonstrating their skills and progression in computing.

Displays and photographs of work and experiences promote computing and enthuse learners about the subject. The computer room is a specifically built suite where the children can access technology necessary for their education.

### Resources:

[www.gov.uk/government/publications/national-curriculum-in-england-computing-programmes-of-study](http://www.gov.uk/government/publications/national-curriculum-in-england-computing-programmes-of-study)

<https://www.gov.uk/government/publications/teaching-online-safety-in-schools/teaching-online-safety-in-schools>

*"I know how to keep myself safe online and who to report it to if I feel that something isn't right."*  
Siako 6W

*"It's so cool how we can design our own games!"*  
Hasnain 5M

*"I love coding!"*  
Safa 3W

*"I can use the iPad to make music."*  
Ruben RW

Communication

Exploration

Creativity