

Computing Overview



At Sandon Primary Academy, Computing plays a pivotal part in our pupils' education. We understand that Computing is a part of everyday life and we therefore strive to ensure that our pupils leave us with the knowledge of how to change the technological world.

Within the Early Years Foundation Stage, technology is used in child-initiated and play-based learning. Pupils are encouraged to use the technology around them, (such as child-level interactive whiteboards, iPads and Beebots), in creative ways by taking photographs and mark-making digitally. Within Key Stage One and Two, the Computing Curriculum is taught in alternating half-termly blocks with aspects of Information Technology and Digital Literacy incorporated through cross-curricular learning, for example using Relationships and Sex Education as a subject to teach safe online relationships.

During their time at Sandon Primary Academy, pupils will learn about the three areas of Computing. They will explore Computer Science such as programming and networks; are taught how to use Information Technology effectively and efficiently, for example creating, manipulating and retrieving saved content and explore the relationship between being Digitally Literate and becoming well-rounded, digital citizens who use technology safely, responsibly and respectfully. We participate in key Computing days, such as Safer Internet Day to further promote this concept. Pupils in Key Stage One will learn how to read, write and debug algorithms, progressing in Key Stage Two to building websites using Google Sites and using text-based coding to create digital art. Online Safety is embedded across the curriculum through discrete online safety lessons, cross curricular links and half termly assemblies.

As an Academy, we have kept the needs of our pupils at the heart of the curriculum. We have used the National Curriculum to assist us in creating a balanced and creative sequence of learning which is progressive and stimulating, whilst also ensuring our pupils' prior learning is developed and embedded.

It is through our ambitious curriculum that we aim to provide all children with the confidence and ability to become masters of technology. We ensure that no pupil, including those affected by social disadvantages or Special Educational Needs, is left behind. We do this through implementing a range of adaptive teaching strategies and an understanding of individual starting points. We address gaps in prior knowledge, by revisiting key vocabulary during lessons and by using the technical equipment available to us as inclusive tools.

Pupils have access to a range of current, high-quality hardware which includes, laptops, Chromebooks, iPads, Virtual Reality headsets and multiple interactive whiteboards. We have fostered a love of Computing across the Academy, which is reflected in not only our progress but also pupil voice "I love Computing at Sandon because it gives me the opportunity to use devices that I would never use at home!" Our on-site team of IT Technicians ensure all equipment is fit for purpose and meets the demands of the curriculum; as well as supporting staff in developing their own subject knowledge and skillsets. Teachers have been able to develop their own subject knowledge and competence in teaching Computing through the use of KAPOW planning and resourcing.