Subject at a Glance Summer 2022: (Computing)

When our pupils leave St George's at the end of Year Six, our aim for them is….

Through computing, we not only learn to use technology purposefully and effectively, but become aware of the underlying processes involved, helping us to understand how best to apply skills safely and ethically.

Learning about control systems and robots increases awareness of many of the operating systems we use to manage our everyday lives.

The internet helps us to rapidly access ideas and experiences from a wide range of individuals, communities, countries and cultures.

In computing, we develop essential skills for life in a digital age, learning to apply critical thinking and problem-solving skills.

What does it mean to do computing at St George's?

Computing encourages pupils to use logical reasoning to predict the behaviour of simple programs.	Computing teaches pupils how to flourish in a connected world, developing their sensitivity to others online, treating them with respect, and showing respect for their privacy.	Computing develops pupils' skills in using technology to create, organise, store, manipulate and retrieve digital content.
Computing gives pupils rapid access to ideas and experiences from a wide range of people, communities and cultures, for example through the use of the internet and email.	Computing helps pupils to express themselves and develop their ideas through information and communication technology, at a level suitable for the future workplace and as active participants in a digital world.	Computing teaches pupils how to keep safe online, and where to go for help and support.

Strengths in Current Provision (Based on audit Spring 2022)	**Practice**	**Impact on children's learning (This is good because….)**
	▪ Long and Medium Term Planning sets out clear Knowledge and skills progression (Dimensions Curriculum) enabling carefully sequenced teaching	▪ Pupils build on their knowledge and skills as they move through the phases, knowing and remembering more.
Priorities for development *(Maximum of three, at least one of which should be an action for the subject leader rather than all staff).*	**Priority – Action required**	**Intended impact on children's learning (This is needed because….)**
	• Confidence in teaching computing for many teachers who have not taught computing before, developed through CPD using free 'teach computing' courses – Starting with 'Get started teaching computing in Primary Schools: Preparing to teach 5-11year old.' (8 hour free online course)	• To ensure that there are maximum learning opportunities within the Computing sessions with confident, knowledgeable teachers.
	• To ensure that all of the relevant areas of the Computing curriculum are being covered across the Dimensions curriculum, integrating the computing – programming and sequencing scheme into the LTP.	• Making sure that each area of study is taught and progression is shown throughout each class.
	• Look at how assessment is used within computing to monitor progress of all students	• Each member of teaching staff to have a clear understanding of how to assess and monitor progress of all students and how to implement support and intervention to allow all students to make good progress in computing.