<table>
<tr><td rowspan="4">Intention</td><td>Our Values and Expectations</td><td colspan="5">A School Family Learning for Life in all its Fullness (John 10:10)</td></tr>
<tr><td></td><td colspan="2">Flourish</td><td>Aspire</td><td colspan="2">Achieve</td></tr>
<tr><td>Curriculum Threads</td><td>Our Values</td><td>Our Place in the World</td><td>Our Well-Being</td><td>Our Voice</td><td>Our Aspirations</td></tr>
<tr><td>Subject

Computing</td><td colspan="5">At Mary Dean’s our aim is to provide a rich and varied curriculum, focused on the delivery of the knowledge, skills, attitudes and values we feel every child needs – thus providing the basis for academic success, a life-long love of learning, and ultimately for our pupils to flourish, aspire and achieve.

At Mary Dean’s we are following the iLearn2 scheme of work to help pupils become independent, creative, safe, respectful and problem-solving digital citizens with broad and transferable skills. We aim to make computing fun and relevant for pupils, inspiring them to develop skills beyond the classroom and building an awareness of all the opportunities the subject provides.

We ensure that the curriculum is broad and relevant covering the three aspects outlined in the National Curriculum which are:

● Computer Science – this covers programming, including computational thinking using web-based software such as Scratch. Pupils across Key Stage 1 and 2 will write code to program physical and on-screen objects, interactive games and use text-based language, such as HTML and Python by the end of Key Stage 2.
● Information Technology – this covers the use of applications to create digital content, including document creation and editing, video making, digital art, graphic design, animation, 3D modelling and website building.
● Digital Literacy – covers skills to find, evaluate, utilise and share using technologies and the Internet. This includes important e-safety and internet research skills, as well as an understanding of computer networks in Key Stage 2.</td></tr>
<tr><td>Implementation</td><td colspan="5">The focus of Computing in EYFS is to instil curiosity, creativity, problem-solving and listening skills this can be through various technologies, eg:

● taking a photograph with a camera or tablet
● searching for information on the internet
● playing games on the interactive whiteboard
● exploring mechanical toys
● watching a video clip
● listening to music
● understanding the cause and effect of various inputs and outputs, e.g. light switches.</td></tr>
</table>

		Computing lessons in Key Stage 1 and 2 encourage pupils to be independent learners by following tutorials and innovating according to their abilities. Teacher-led sessions are also evident when required. This mixed approach has many advantages including: ● Pupils can learn computing skills at their own pace, developing independent learning skills with opportunities to continually review and revisit the skills covered. ● Teachers provide pupils with specific activities, meaning pupils can access resources and content suitable for their individual ability and needs. ● Skill learnt in computing can be reinforced in other subjects across the curriculum. The video tutorials are compatible with Google Chrome's Live Caption tool, meaning pupils with hearing loss can access the video content.
Impact		The impact of our Computing curriculum will be assessed following the completion of each unit in KS1 and KS2 and progress will be monitored termly. This monitoring will inform reporting to parents at the end of the year. Having taught the Computing curriculum, we aim to ensure that the pupils at Mary Dean's are: ● Enthusiastic and confident in Computing. ● Competent and adaptable 'Computational Thinkers' who can apply their knowledge to other areas of learning in and out of school. ● Able to understand where a problem has occurred and work towards 'debug' it. ● Able to create and evaluate their own project work. ● Have a secure understanding of the positive applications and specific risks associated with a broad range of digital technology. ● Transition to secondary school with a keen interest in the continued learning of this subject.