



Monksdown
Primary School
Where Children
Come First

Computing Intent

Implementation and Impact

At Monksdown we believe that computing is an essential part of the curriculum; a subject that not only stands alone, but should be an integral part of all learning.

We aim to put children at the forefront of new technology providing children with the skills they need for the ever-changing technical world. We aim to develop a wide range of fundamental skills, knowledge and understanding that will actually equip them for the rest of their life.

Intent

Monksdown Primary will provide a high-quality computing education. We want children to know more, remember more and understand more in Computing so that they leave primary school computer literate. With the increasingly digital society that we live in, we aim to provide our children with skills that will support them in such a society whilst ensuring that the basics of computer use and safety remain at the forefront.

Children will be taught key knowledge about how computers and computer systems work, and how they are designed and programmed. Most importantly, we intend to provide pupils with a secure understanding of digital literacy, ensuring that by the time they leave our school, they are digitally literate as active participants in a digital world.

Implementation.

Monksdown Primary uses the MGL scheme of work.

In the Foundation Stage children will primarily learn through play, developing their understanding of the various uses of technology at home and in school. Use of iPads and desktop computers (keyboard and mouse skills) will support their physical development of fine motor skills.

Key Stage 1 children are taught to;

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs,

Key Stage 2 children are taught to;

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

Impact

Monksdown Primary children, will have gained key knowledge and skills in the three main areas of the computing curriculum:

- computer science (programming and understanding how digital systems work)
- information technology (using computer systems to store, retrieve and send information)
- digital literacy (evaluating digital content and using technology safely and respectfully).