Impact for Computing

Subject Leader: Dan Crowe

At the end of each year pupils will have had the opportunity to develop their knowledge, skills, and vocabulary across all three strands of computing:

- Information Technology
- Computer Science
- Digital Literacy

They will have had experience of using a range of devices and software to complete purposeful and creative outcomes that encourage collaboration, expression, and challenge.

The impact of computing is assessed regularly against the National Curriculum and against our progression ladders which break these outcomes into age-related expectations that build on previous knowledge and skills. This is recorded in steps of progress using Target Tracker and monitored regularly to ensure access for all pupils across a broad and balanced computing curriculum.

Progress in computing is demonstrated through regularly reviewing pupils work in line with their age-related curriculum coverage and through pupil conferencing where all pupils can discuss their learning and the knowledge, skills, and vocabulary they have acquired. Lesson observations and analysis of work, which is recorded in books, TEAMs or saved in pupils folders, is regularly monitored to help inform future adaptations of our schemes of work and help aid continuous progression across the school, preparing our pupils for their future education.

We want all pupils to not only think about the how but also think about why and reflect and appreciate the impact computing has on their learning, development, and well-being. In doing this we are ensuring that support is provided for all pupils and that we are inspiring a love of computing, ultimately, equipping all pupils with the knowledge and skills to use technology safely and responsibility and with purpose beyond their primary years.