



Computing 3 I's

Computing is the ability to control an electrical device and understand how technology works.

<u>Intent</u>	<u>Implementation</u>
<p>At Caldecote Community Primary School, we value the role that technology plays in our learning, everyday life and wider world as we get older. We want to ensure that our children know how to use essential equipment, programs and how to stay safe online. The aim to make sure that children enjoy, learn and understand not only computing as a subject but have the confidence to use technology as part of their lives. We want to equip them with the skills, resilience and knowledge to use a range of hardware and software to ensure they have the adequate experience as they get older to use it confidently.</p>	<p>The teaching and implementation of the computing curriculum is based around the Rising Stars scheme. Using this a base, teachers should start to adapt and tailor their modules to encompass cross curricular topics and embed them into their lessons. This allows children to gain a deeper, consistent, and greater understanding of our curriculum. This whole school approach allows the children to use knowledge of those topics in a variety of contexts and therefore should lead to greater depth of knowledge and increased retention of information learned.</p>
<u>Impact</u>	
<p>As a school, we place great value on monitoring in the wider curriculum areas. We ensure that every half term a monitoring activity is carried out in order to assess the quality of teaching and learning across all areas of the curriculum. Subject leaders are responsible for ensuring progress across their subject, supporting teachers with subject knowledge, planning and any other relevant aspects, reporting to governors, communicating with colleagues and pupils, providing and replacing resources as necessary, monitoring learning evidence and supporting and monitoring teaching and learning. This ensures the highest quality of teaching and learning across the school.</p>	