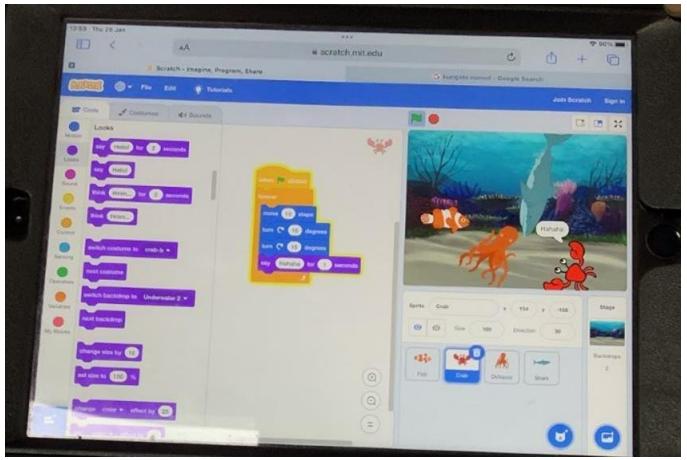
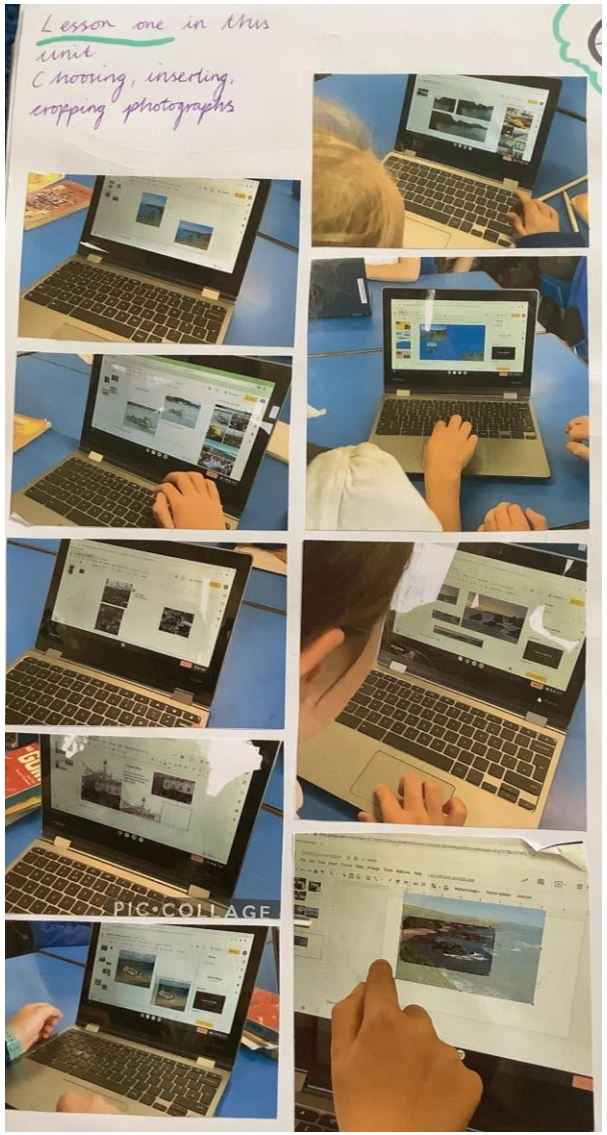
Computing at Trevisker School





Computing at Trevisker

Rationale

Our whole school ethos is reflected in our motto 'Friendship and Respect, Learn for Life'. At Trevisker, we adopt an approach of supporting our children to use computational thinking and creativity to understand and change the world using IT.
Children are supported to understand the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems, and a range of content.
Computing also ensures that children become digitally literate – able to use, and 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.

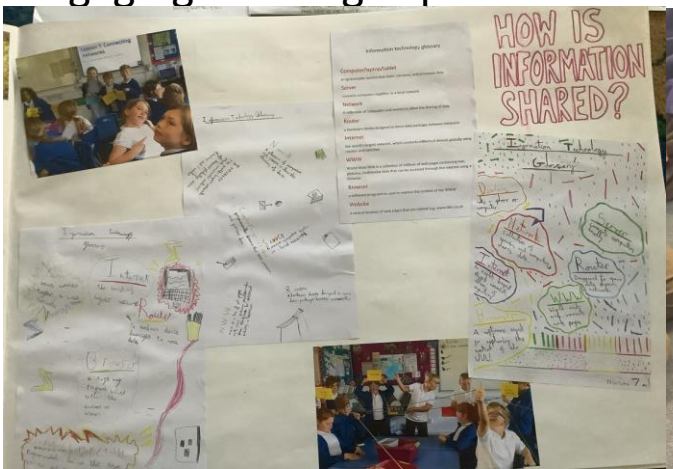
Planning

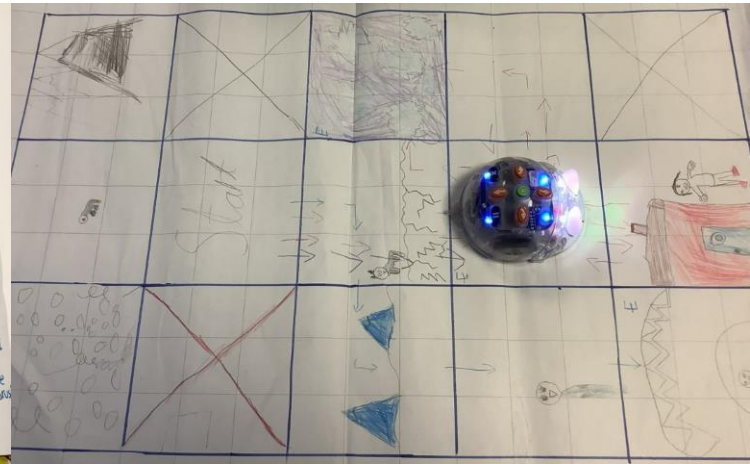
At Trevisker, along with using the National Curriculum to create practical and engaging lessons we are also supported in our planning by fantastic resources from "Teach Computing", created by the National Centre for Computing Education (NCCE). We have 6–7-week units each half term across every year group. These create progressive lessons and often link well to our overarching class topics to promote curiosity, intrigue, and discovery within children's learning.

Computing at Trevisker

Delivery

Through our inclusive and ambitious computing curriculum we support all pupils. Each lesson is sequenced so that it builds on the learning from the previous lesson, and where appropriate, activities are scaffolded so that all pupils can succeed and thrive. Scaffolded activities provide pupils with extra resources, such as visual prompts, to reach the same learning goals as the rest of the class. Exploratory tasks foster a deeper understanding of a concept, encouraging pupils to apply their learning in different contexts and make connections with other learning experiences. As well as scaffolded activities, embedded within the lessons are a range of pedagogical strategies, which support making computing topics more accessible. Computational skills are also supported through our whole school with our cross-curricular approach where computing can be learnt through a range of engaging learning experiences.





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Assessment

In computing, assessment is a continuous practice. Within each year group team is able to support and assess children based on their individual needs. Teachers at Trevisker create learning environments where misconceptions can be challenged, and different ways of thinking are explored. We also evaluate each lesson to enable teachers to adapt and follow alternative paths to further children's learning. Efficient formative assessment is carried out each lesson to revisit previous learning and to ensure that children are ready to progress within the well-planned sequence of lessons. From EYFS, through to year 6, across all subjects, our children are able to assess their own learning through the use of colour-coded assessments and our learning lines. Reflection of learning is an important feature of our school ethos and is key to developing thoughtful and inquisitive learners.

Monitoring and Evaluation

Subject leadership time is provided for co-ordinators to monitor planning, attend training, meet with colleagues, and offer support. The school leadership team supports in this, and any outcomes inform the action plan and school improvement plan and any future priorities.

Computing at Trevisker

Connectivity – how it links to other subjects.

Trevisker school follows an immersive curriculum where subjects flow together to allow an all-encompassing platform for learning. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. By bringing these subjects together, we allow the children to have a simmering experience of Computing more frequently.

Visits, visitors, and extra-curricular activities

Experiential learning is at the heart of everything we do at Trevisker. Through our STEM links, we aim to give whole school computing opportunities, such as robotic engineering visits, guest speakers, trips, as well as offering computing roles within KS2. Our children flourish whilst putting into practice what they learn in school in different environments. Additionally, we are looking to start running a coding club to give further opportunity to learn to code. We will be learning through making, and our coding projects will offer children plenty of opportunities to be creative and to share their creations with each other. Code Club is part of the Raspberry Pi Foundation.

Computing at Trevisker

EYFS

Alongside our EYFS curriculum framework, our aim is to help our children to engage in computing. The most relevant statements for computing are taken from the following areas of learning:

- Personal, Social and Emotional Development
- Physical Development
- Understanding the World
- Expressive Arts and Design

	Understanding the World		• Explore how things work.
Reception	Personal, Social and Emotional Development		• Show resilience and perseverance in the face of a challenge. • Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.
	Physical Development		• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	Expressive Arts and Design		• Explore, use and refine a variety of artistic effects to express their ideas and feelings.
ELG	Personal, Social and Emotional Development	Managing Self	• Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly.
	Expressive Arts and Design	Creating with Materials	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Computing at Trevisker

Staff Professional Development (CPD)

CPD is a continual focus every year at Trevisker, where staff are given the opportunity to improve their pedagogy in different areas of all subjects. Developing an up to date and rich curriculum is the responsibility of all subject leads and this is supported through subject leader monitoring, release time, observing others, guest speakers and working with our peers in other schools across the academy, just to name a few.

Budget

The Computing budget is managed by the SLT along with the subject lead and the LGB. Spending is focused on enabling successful delivery of the subject and fulfilling the subject action plan, which is regularly reviewed in line with the School Improvement Plan.

Governance

At Trevisker, each LGB member is linked to a curricular area and meets with the subject lead to review action plans and agree focus points for discussion and for learning walks. The subject lead will compile a presentation to update the LGB on how computing is developing across the school.

EYFS

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5
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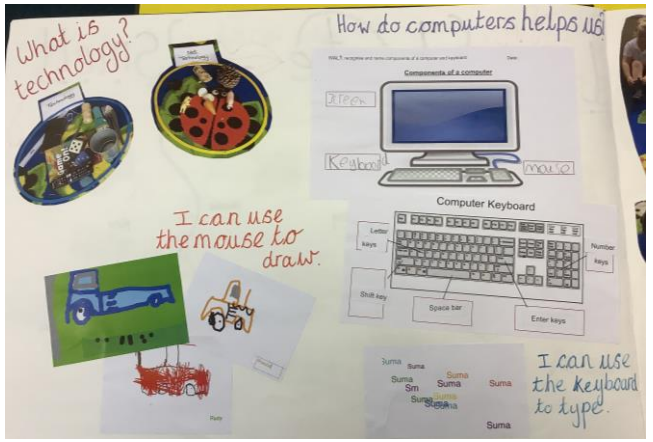
PIC•COLLAGE

Year 1

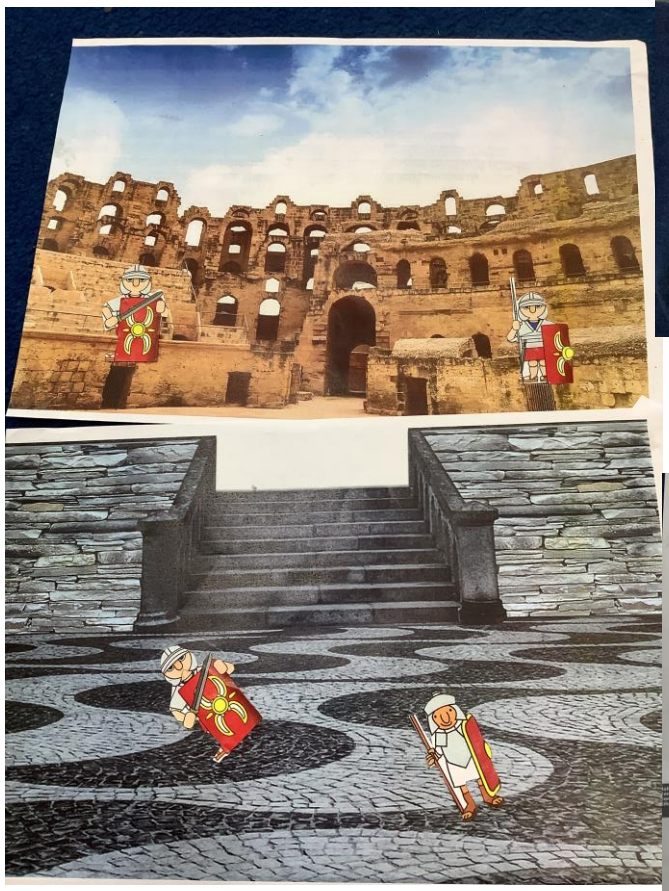

What is technology?
How do computers helps us?
Components of a computer
Keyboard
mouse
Computer Keyboard
I can use the mouse to draw.
I can use the keyboard to type.

Our first time using the scratch program on the iPads.

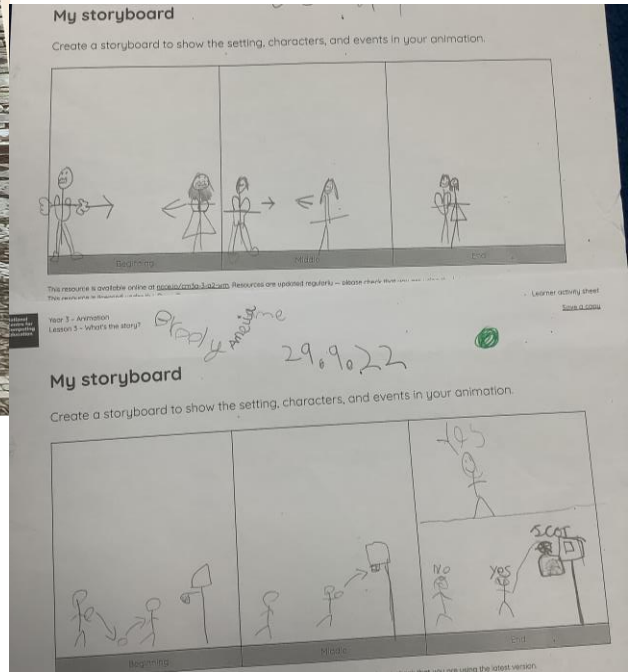
Using Bots
Bee
Making Predictions
turn right
forwards
backwards
Creating Algorithms
turn left
Debugging
Having a go!

Year 2

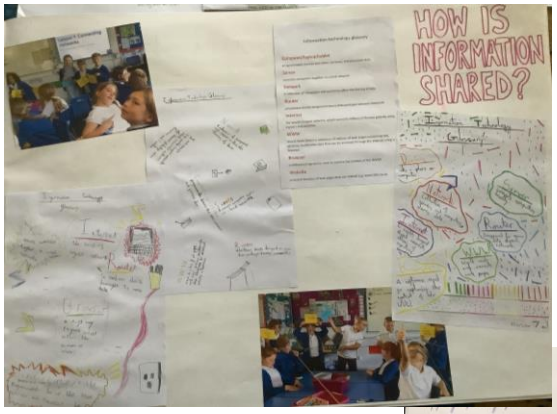
PIC•COLLAGE



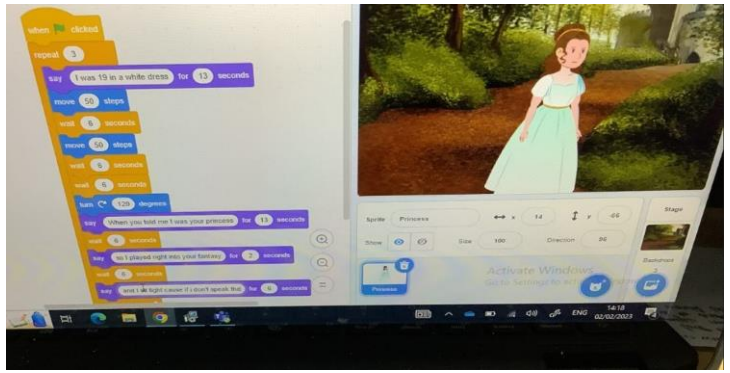
Year 3

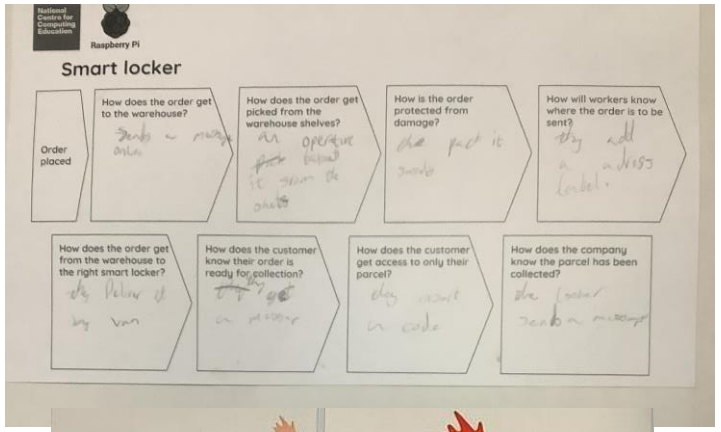
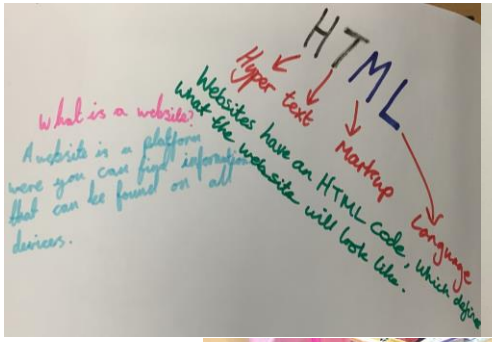
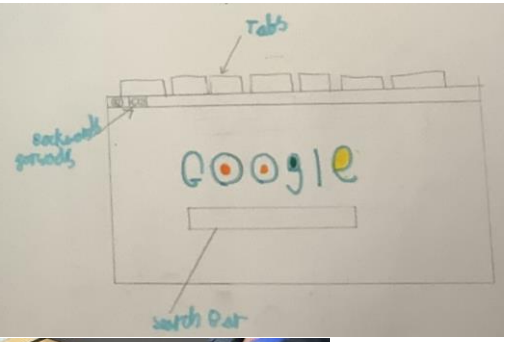
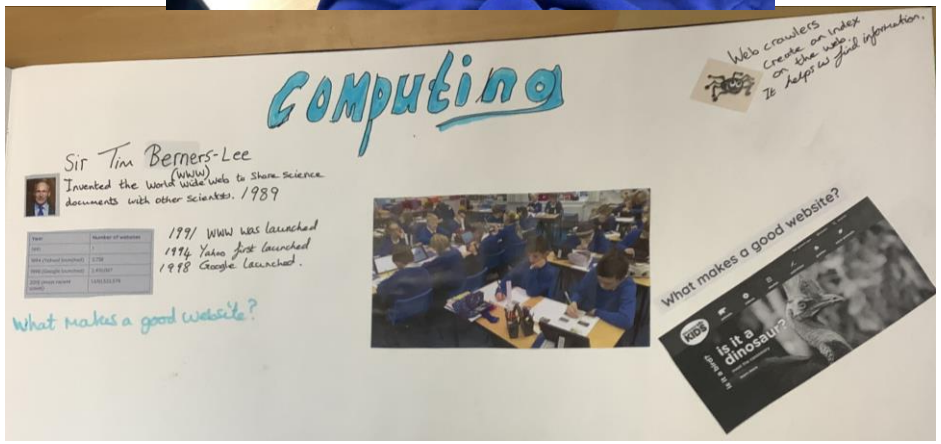

My storyboard
Create a storyboard to show the setting, characters, and events in your animation.
My storyboard
Create a storyboard to show the setting, characters, and events in your animation.

Year 4



Year 5





Year 6