



'loving our neighbour and working together to be the best we can be, for the good of all'.



BARNWOOD C OF E PRIMARY SCHOOL

Computing Blueprint

INTENT

Our Vision

- Children will be competent users of today's technology to help them access the technology of the future.
- Computing will have a purpose in the lives of pupils to prepare them for their future. Barnwood will nurture a culture where children learn through exploring, testing and debugging concepts.
- Children will use and understand a range of computing terms specific to their age and area of the curriculum.
- Children will present work in a range of media and make informed choices of the most appropriate methods

- Barnwood develops children's awareness of internet safety.

- Computing skills will be taught explicitly and with a curriculum focus.
- We incorporate computing skills through the delivery of the wider curriculum.
- We teach the 5 strands of computing – including internet safety.

- Microsoft and Apple are the main tech providers – SWGfL filter content.

Microsoft Teams and Microsoft packages are specifically used

- Barnwood has a high quality computing Curriculum that develops children's love and understanding of technology.

- Children will see the relevance of technology and will confidently and purposefully use computing skills to enhance their learning across the curriculum.

- Children will see technology as a powerful communication tool.
- They will be confident in using new programmes and devices without fear of the unknown.

IMPACT

Our Outcomes

- Barnwood aims for all pupils to achieve the expected outcomes in computing.

- Pupil voice tells us that, children enjoy using technology; most children play computer based games outside school; most children have access to, and use, online media. Children feel that they have a good awareness of online safety and cyberbullying.

- Children are encouraged to express their views, opinions and ideas across a range of platforms.

Letterjoin, TimesTablesRockStars, Spelling Shed, are all used regularly to support learning.

Homework is set and returned through Teams assignments.

- Children will be immersed in rich curriculum where computing skills are embedded throughout their learning.

- Children will see **teachers as inquisitive learners** and will be inspired by their role modelling.

- Children will develop an understanding of internet safety.

- Children will be encouraged to explore the technology in a safe environment and be taught about internet safety.

- Children will be exposed quality resources with a range of technology.

- Children will be able to apply their knowledge to different devices and software.

- Barnwood has nurtured children who are confident with tomorrow's technology.

IMPLEMENTATION

Our Pedagogy

- computing is used in a cross-curricular way, linking up with other areas of learning.

- First-hand experiences are used to inspire awe and wonder and create learning opportunities that are three-dimensional; expecting pupils to be active participants and not passive observers.

- Children are taught to use specific computing vocabulary.