Computing at Rossmere Academy

Intent

Our intent for Computing at Rossmere is to ensure that all pupils:

- Are respectful and have a responsible attitude especially with regards to their own and other's safety. Are independent, creative and problem-solving digital citizens.
- Are equipped with the relevant skills and knowledge to support them by developing a range of transferable skills to prepare them for life beyond Rossmere.

Implementation

The implementation of Computing at Rossmere:

Computing is organised into 3 key areas:

- **Computer Science** - the understanding of coding and programming across a range of physical devices and digital resources.
- **Information Technology -** the range of skills required to operate and manipulate specific programs, systems, and content.
- **Digital Literacy -** the knowledge required to use technology safely and to evaluate and react to any potential risks of the online/digital world.

Computing is taught three times per year in each term as a stand-alone session, however there are opportunities to develop their skills within a cross-curricular approach in other areas of the curriculum. Rossmere has adapted the 'Teach Computing' scheme and covers all aspects of the National Curriculum. It provides children with a wide range of skills, knowledge and understanding of the digital world for them to thrive in life beyond Rossmere. Within each unit of work, the children will build on their prior knowledge and develop new skills through well-structured lessons. Progression documents trace the development of skills and knowledge through the three key areas of computing. Medium term plans for each year group map out progression with each teaching unit, and vocabulary, knowledge and skills for each learning episode. All lessons are developed using Rosenshine's 4 principles and the Gradual Release of Responsibility.

Impact

The impact of Computing at Rossmere:

Our approach to the curriculum results in a fun, engaging and high-quality computing education. We encourage a creative and collaborative environment in which pupils can learn to express and challenge themselves. In order to demonstrate that we have accomplished our aims, pupils at Rossmere Primary Academy should:

- Be enthusiastic and confident in their approach towards computing.
- Have a secure understanding of the positive applications and specific risks associated with a broad range of technology.
- Create and evaluate their own work, as well as their peers.

Much of the subject-specific knowledge developed in our computing lessons equip pupils with experiences which will benefit them in secondary school, further education and future workplaces. From research methods, use of presentation and creative tools and critical thinking, computing gives children the building blocks that enable them to pursue a wide range of interests and vocations in the next stage of their lives.