Computing Curriculum

Intent, Implementation and Impact

Lake Farm Park Academy

Learning, Achieving, Aspiring Together

Intent	Implementation	Impact
Computing at Lake Farm Park Academy, (LFPA), intends to develop 'thinkers of the future' through a modern, ambitious and relevant education in computing. We want to equip pupils to use computational thinking and creativity that will enable them to become active participants in the digital world. It is important to us that the children understand how to use the ever-changing technology to express themselves, as tools for learning and as a means to drive their generation forward into the future. Whilst ensuring they understand the advantages and disadvantages associated with online experiences, we want children to develop as respectful, responsible and confident users of technology, aware of measures that can be taken to keep themselves and others safe online. Our aim is to provide a computing curriculum that is designed to balance acquiring a broad and deep knowledge alongside opportunities to apply skills in various digital contexts. Beyond teaching computing discreetly, we will give pupils the opportunity to apply and develop what they have learnt across wider learning in the curriculum.	At LFPA, we use a scheme of work created by NCCE (the National Centre for Computing Education)and Rising Stars in order to achieve the aims of the national curriculum. We are also using Google for Education and use the range of software available to support and promote collaborative working with pupils. The scheme of work was selected due to the way in which the scheme focuses on practical applications of software and technical understanding as well as embracing our Google Chromebook devices as the foundation to our teaching tools. The curriculum aims to equip young people with the knowledge, skills and understanding they need to thrive in the digital world of today and the future. The curriculum can be broken down into 3 strands: computer science, information technology and digital literacy, with the aims of the curriculum reflecting this distinction. The national curriculum for computing aims to ensure all pupils: • can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation (Computer science) • can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems (Computer science) • can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems (Information technology) • are responsible, competent, confident and creative users of information and communication technology. (Digital literacy)	We encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well-being. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this. The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil's knowledge and skills digitally through tools like Google Drive and Seesaw and observing learning regularly. Progress of our computing curriculum is demonstrated through outcomes and the record of coverage in the process of achieving these outcomes

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