



COMPUTING ON A PAGE

Subject Leader: Mr Mulhall

Hardware Expectations

- Pupils have a generic login to access the laptops.
- Pupils are taught to log in independently from Year 1
- Children are taught to carry laptops safely to and from the trolleys.
- ICT equipment is to be stored carefully in the correct trolleys
- Children need to log out of (and close) programs once they have finished their lesson.

Lesson Structure

- We use Kapow for computing lesson planning
- Equipment should be ready and accessible for learning to start promptly
- There is usually a recap and recall aspect at the start of each lesson.
- Relevant programmes (e.g. Scratch Junior) are installed by the computing technician (this needs to be requested prior to units of work)
- Objectives will be shared through Kapow as well as relevant vocabulary.
- Online Safety is taught regularly (inc. responsive)
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Assessment

- We use iTrack to record summative assessment data.
- Kapow assessment quizzes for prior learning recap as well as post learning are used.
- Knowledge organisers are shared with the children (this may be through display – age/topic dependent).
- Online Safety is also assessed through PSHE
- Computing folders are used to gather evidence for some topics.
- Some Computing evidence is stored in staff Share.

Adaptive Strategies

- Opportunities to demonstrate understanding in different ways – mind maps, voice recordings, videos etc + wider curriculum reinforcement
- Mixed ability partners & talking partners
- Clear objectives and vocabulary referred to throughout lessons (and displayed)
- Word processing and speech text apps available where needed.
- Visual aids and tactile resources and simple apps where appropriate

Enrichment

- Visiting experts e.g. parent who works in computer programming coming in to talk to the children.
- Royal Navy visit with Computing and Stem outreach activities – programming.
- Online specialists and online Teams meeting for World Computing Day – February.
- Computing Club (lunchtime/after school enrichment opportunities in different years.

Display/Working Walls

There may not always be a computing display, but it might be used during certain topics e.g. programming a Bee Bot

- Appropriate vocabulary displayed with suitable accompanying images (where appropriate)
- Topic Focus e.g. Scratch Programming display
- Modelling on the Interactive Whiteboard during the lesson and to share children's learning.