

Computing Implementation



At Chuter Ede, we ensure our curriculum areas are delivered through our SMILE approach.



Children are aware of the elements of SMILE that are incorporated into a lesson to support their learning

- The computing scheme of work, develops skills from Year 1- Year 6 and promotes creativity and inclusivity.
- Experience of each computing strand is taught in all year groups with the subject knowledge imparted becoming increasingly specific and in depth, with more complex skills being taught. Thus allowing the children to build upon prior learning and to recognise their own progression through a growth-mindset.
- The balance of Computer Science, Digital Literacy and Information Technology is taught discreetly in computing lessons. These lessons are split in to units that are revisited each year. Repetition allows consolidation of essential skills to be embedded.
- E-Safety is at the forefront throughout the year and as well as being an ongoing thread it is also taught in discrete lessons. During E-Safety week whole school assemblies are undertaken.
- Discussion time is embedded into lessons to support e-safety such that all pupils are aware of what to do and who to go to when they have concerns.
- Planning allows children to further their understanding of how they learn through the school's strategy of SMILE (I can: Speak, Move, Imagine, Learn and Explore)
- Elaborative questioning is utilised to challenge pupils to apply their learning in a range of ways.
- The use of technology is embedded across the wider curriculum.
- At Balderton site we have a full class set of Chrome books plus an extra 27 Chromebook when enables us to have whole classes working on a computer at the same time. Any extra Chromebooks or laptops are able to be used for cross curricular activities.
- At Fernwood site we have a full set class set of Chrome books, again enabling whole class working at the same time. Any extra Chromebooks or laptops are able to be used for cross curricular activities.
- From Year 1 upwards all children have their own Google Classroom account and email account. This is the predominate online learning platform utilised in our computing curriculum. Should 'Home learning' need to occur for any reason this is the platform utilised by teachers to set learning.
- From Year 3 upwards all children have their own 'Scratch online' account created in school using their Google email account to utilise during Computer Science lessons and to continue this learning at home should they wish.

"Valuing everyone and aiming for our best"