

Intent:

At St Michael and St Martin, we provide (for all our pupils) an **exceptional, clear, ambitious and balanced coverage** of the three Computing Pillars (Computer Science, Information Technology, and Digital Literacy.)

All lessons are planned and **well sequenced** to enhance and develop key Computing skills. Teaching and learning facilitates **progression** across each key stage with subject knowledge becoming **richer, specific and in-depth**.

Included is a bespoke cross-curricular scheme of work that provides coverage in line with the National Curriculum.

As a result, **our vision** is for all our staff and pupils to gain the appropriate skills, knowledge, and understanding to have the **confidence and capability** to use Computing throughout their lives. At St Michael and St Martin, the teaching of the computing curriculum has been carefully considered to enable our pupils to become efficient digital citizens.

Implementation:

We recognise that children are living within an increasingly technological world and aim to **develop confidence and knowledge** within this area.

Subsequently, a Computing Specialist (Mr Walsh) teaches Computing lessons across KS1 & KS2. Mr Walsh has acquired the **Teach Primary Computing Certificate**, which has enabled him to gain the relevant subject knowledge to deliver competent Computing lessons.

Knowledge is therefore reinforced to ensure it is properly learned.

Children also have access to **up-to-date hardware** (iPads, Chromebooks, Desktop Computers), which offer them the opportunity to practice and enhance their computing skills.

Assessment through **Google Forms, Pupil Voice, and Padlet** enables Mr Walsh to gain a valuable insight into the performance and progression of each child. These assessments allow Mr Walsh to identify if students are on or off track.

Impact:

Our approach to the curriculum results in a **fun, engaging and high-quality** computing education. At St Michael and St Martin, we are determined to **prepare** our children for a future in an environment, which is shaped by Technology.

Evidence of the quality of children's learning can be viewed through the digital platforms: Seesaw, Thing link, Digital Portfolios and Google Sites.