



Computing

Intent

At the Wye Forest Federation (WFF), we believe that computing is an essential part of everyday life and plays a vital role in preparing children for the future. As a federation, we are committed to equipping all pupils with the knowledge, skills and cultural capital they need to thrive in an increasingly digital world. Through a rich and engaging computing curriculum, pupils are encouraged to become confident, creative and responsible users of technology.

We recognise that technology is continually evolving and that children need opportunities to explore a wide range of software, digital tools and technologies. These experiences enable them to communicate effectively, collaborate with others, express their ideas and create high-quality digital content. By developing computational thinking and problem-solving skills, our pupils are prepared to adapt to new technologies and challenges throughout their lives.

At WFF, we are committed to providing a broad, balanced and progressive computing education. Our curriculum develops pupils' understanding of computer systems and networks, programming, information technology and digital literacy. Through carefully sequenced learning experiences, children build on prior knowledge and acquire the skills needed to participate fully and successfully in the modern world.

Online safety is a fundamental aspect of our computing curriculum and underpins all areas of digital learning. We aim to ensure that pupils understand how to use technology safely, responsibly and respectfully. Children are taught how to protect their personal information, recognise potential risks online, think critically about digital content and know how to seek help when needed. By fostering positive digital citizenship, we empower pupils to navigate the online world with confidence, resilience and integrity.

Rationale

At the WFF, our curriculum is driven by our vision and values and therefore the computing curriculum has been designed to enable our children to develop the skills and knowledge they will need both now and in the future as far as practicable.

Our schools believes that information technology, computer science and digital literacy:

- Are essential life skills necessary to fully participate and belong in the diverse, modern digital world;
- Allow children to become active creators of digital content, taking ownership rather than simply consumers of it;
- Provides access to a rich and varied source of information and content;
- Communicates and presents information in new ways, which helps pupils understand, access and use it more readily;
- Can motivate and enthuse pupils;
- Offers opportunities for communication and collaboration through group working;
- Offer opportunities for pupils to develop resilience through embracing and enjoying the challenges that the digital world presents.

We aim to:

- Provide a diverse, balanced, challenging and accessible curriculum for all pupils;
- Develop pupils' computational thinking skills that will benefit them throughout their lives;
- Meet the requirements of the National Curriculum programmes of study for Computing at Key Stage 1 and 2;
- Respond to new developments in technology;
- Equip pupils with the confidence, resilience and skills to use digital tools and technologies throughout their lives;
- Enhance and enrich learning in other areas of the curriculum using information technology and computing technologies;
- Develop the understanding of how to use computers and digital tools safely and responsibly.

Implementation

At the Wye Forest Federation, we follow the iLearn2 Computing curriculum which enables our pupils to become independent, creative, safe, respectful and problem-solving digital citizens with a broad and transferrable skillset.

Teaching and Learning

- The Early Years Foundation Stage (EYFS) follows the 'Development Matters in the EYFS' guidance which aims for all children in reception to have an 'Understanding of the World; people and communities, the world and technology' by the end of the academic year.
- Computing is not taught discretely unless through a focused lesson and is instead weaved into their day as they direct their learning.
- As part of this, the skills progression map includes a section for EYFS and is designed to start helping children develop skills used in Year 1 and beyond. These skills are mapped out in the EYFS Long Term Plan.
- In KS1 and KS2 computing meets the requirements of the National Curriculum.
- Computing lessons and our curriculum map uses the i2Learn scheme; teachers adapt lessons to meet the needs of all pupils based on this.
- Computing in the Wye Forest Federation is taught to individual year groups in both schools.

- Teachers use detailed **teacher notes and knowledge organisers** to help them identify the key information that children need to learn for each topic and to help support teachers subject knowledge. These contain a progression of skills for the unit, prior learning, suggestions for scaffolding, important vocabulary and key knowledge.
- Computing lessons are 30 minutes weekly in KS1 and at least 45 minutes weekly in KS2.
- Each session has a video that both staff and children are able to access to lead them through their learning. Children access videos and corresponding software via a provided code.
- In mixed age classes, the teacher facilitates the youngest group's learning first, then moves on to support the older group. Where appropriate the older group may watch the younger group's input as a revisit of prior learning.
- Misconceptions are addressed in line with the school's feedback and marking guidelines.
- I2Learn has an **Embed** section on its website which offers a wide range of cross-curricular links for computing. We will employ these where appropriate.

Inclusion and Scaffolding

All learning in computing is designed to be inclusive.

Access to the **key vocabulary** for computing is essential. We will pre-teach vocabulary to those learners who need support to understand subject specific vocabulary and ensure that these are used and explained within the lesson context regularly. This vocabulary will also be revisited as we embed our knowledge.

Teachers will recognise where pupils find it challenging to **access the instructional videos** and make provision for them to be supported in other ways. This may be through direct teacher support and instruction or through the use of peers modelling the task.

Where pupils have a **visual or hearing impairment**, we will seek to support their use of screens and sound in the most appropriate way for their individual needs.

Computing can be a **multi-step learning process** which may be difficult for some pupils to access independently. We support pupils with cue cards which may use symbols or words to break the task into small, manageable steps to help them navigate their way through it successfully.

Some computing activities can also elicit more than one answer. Where children find **problem solving** challenging, we will guide children to ask questions, explore independently and try different approaches. The i2Lean scheme offers suggested **adaptions** for each unit of learning to enable pupils more support or challenge as needed. Teachers will access these as appropriate to the needs of their class.

Impact

Our approach to the curriculum is fun, engaging and high quality, safety conscious computing education. Our curriculum allows pupils to understand the context of technology in the world around them and encourages them to explore digital technology further as they leave primary school, feeling confident in their skills and knowledge.

Evidence is taken in picture form and stored on Seesaw in a child's file. Where possible, this supports teacher's assessment stored on Insight Tracking. Teachers use formative assessment within their computing sessions to ensure our children have gained the intended knowledge and skills and can apply these successfully. The spiral curriculum provides opportunities for children to repeat, practice and embed their skills throughout the years.

Above all, computing is about communication, creativity and connection. Our curriculum is designed to ensure that every pupil leaves Wye Forest Federation with the skills, knowledge and confidence to use technology safely, responsibly and effectively. By the end of their primary education, pupils will be equipped to embrace future opportunities, solve problems creatively and thrive as innovative, resilient and successful citizens in an increasingly digital world.