

*"Computer science empowers students to create the world of tomorrow."* - **Satya Nadella, CEO of Microsoft**



Y1 computational thinking and programming using a BeeBot (physical computing).



Open View Education leading online safety workshops and assemblies in KS2.



## Our Key Concepts for teaching and learning in Computing

- Competence in **coding** for a variety of practical and inventive purposes, including applying ideas within other subjects.
- The ability to **connect** with others safely and respectfully, understanding the need to act within the law and within our values.
- An **understanding** of the connected nature of devices.
- The ability to **communicate** ideas well by using applications and devices throughout the curriculum.
- The ability to **collect**, organise and manipulate data effectively

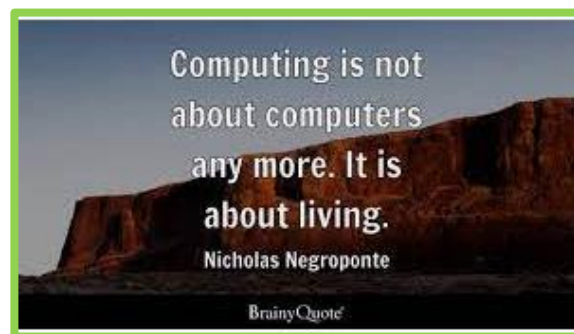
## At Woolmore we believe becoming digitally literate involves:

- Confidently using apps and devices throughout the curriculum.
- Being safe and respectful online.
- Understanding and using computing vocabulary.
- Use computing skills to present their work.
- Using devices to be original, imaginative and creative.
- Developing and using coding (both plugged and unplugged).
- A passion for and commitment to the subject, and a real sense of curiosity to find out about the impact of computing for themselves and their wider community.

## What makes computing at Woolmore special?

### 1. Digital champions

Some children in KS2 have the role of digital champions. Working alongside our Computing Curriculum lead and Designated Safeguarding Lead, we are giving them the knowledge and skills to work as leaders of computing: helping to support and embed the safe use of technology across the curriculum. They are beginning to support and even lead other children/classes with using technology and staying safe.



Each year this group of pupils attend the BETT exhibition to look at future technologies and learn how we can continue to evolve our learning in computing and as a tool across the wider curriculum.

### 2. Effective use of EdTech tools to support learning across the curriculum

Our staff and students have embraced EdTech tools to enhance our computing and wider curriculum learning in school and at home. For example, children are aided in their maths through digital platforms such as Times Tables Rock Stars which they access both at home and school. Tools such as Accelerated Reader allow our Key Stage Two children and teachers to see how they are progressing and where additional support or recognition is needed. We are constantly evolving how our curriculum uses EdTech to support teaching and learning and outcomes. For example, capturing our design technology process through videos and voice notes to bring learning alive for children, provide opportunities to assess their understanding and to revisit what they have already learnt in order to progress learning further.



### 3. Positive digital citizens

Keeping our children safe online is embedded in our Computing lessons using Educated for a Connected World. The framework highlights what a child should know in terms of current online technology, its influence on behaviour and development, and what skills they need to be able to navigate it. Our Computing lessons explore the different strands through discussions and scenarios relevant to our children. Online safety workshops and assemblies further reinforce the importance of being safe and respectful online.

