The Kite Primary Federation
Subject Focus

'Together we will flourish and thrive, building on our Christian and local community, for the good of all'.	

Subject	Computing
Intent	At the Kite Primary Federation we offer children a structured series of lessons helping teachers to ensure they have covered the skills needed to fulfil the requirements of National Curriculum. Although there is no longer a strand in the EYFS framework for technology we believe it is important that young children begin to develop their computing skills as early a possible. The content of our lessons allows for a deep, broad understanding of computing and how it links to and can enhance the lives of children. It offers a range of opportunities for consolidation, challenge and variety. This allows children to apply the fundamental principles and concepts of computer science. They develop analytical problem solving skills and learn to evaluate and apply information technology. It also allows them to become responsible, confident and creative users of technology.
Implementation	We use Kapow to deliver our computing curriculum. It is used to deliver computing over a two year cycle in mixed ability classes (EYFS, Year 1 and 2 , Year 3 and 4 , Year 5 and 6). Each lesson is created to inspire pupils to develop a love of the digital world, learn skills to use in their future lives and provide a structure that gives non- specialist teachers the confidence to teach computing effectively. In EYFS our lessons ensure children develop skills such as problem solving and thoughtful questioning when learning about technology and use it across all areas of learning. In KS1 and KS2 series of structured lessons develop their understanding of five key areas, creating a cyclical route through which pupils develop their knowledge and skills be revisiting and building on previous learning. These areas are : - Online Safety - Computing Systems and Networks - Programming - Creating Media - Data handling - Skills Showcase Computing is taught weekly in discrete lessons across the classes to ensure they develop skills they need which they can then apply to other areas of the curriculum.
Impact	Learning in computing will be enjoyed across the school and seen in formative and summative assessments. Teachers will have high expectations with the children using digital and technical vocabulary accurately, alongside progression in their technical skills. They will be confident using a range of hardware and software and will produce high- quality purposeful products. The children will see the digital world as part of their lives and extending beyond their classroom. They will become responsible and respectful digital citizens as well as critical thinkers.

Fly high achieve- aim high believe.