Computing

What? → Impact

Intent

All pupils at Newcroft Primary Academy have the right to high quality learning experiences that balance all the aspects of Computing. The Computing curriculum encompasses E-Safety, Digital Literacy, Information Technology and Computer Science. This breadth ensures that pupils are well-equipped to participate fully in our increasingly digital world; they will develop the knowledge to recognise the possibilities and limitations of technology, and the skills to use it appropriately in various areas of their lives.

The online safety of our pupils is of paramount importance. Each year, pupils complete a full e-safety unit of work that consolidates their prior learning, as well as engaging in additional e-safety activities each term (such as Safer Internet Day). E-safety is a key component of technology use at Newcroft, and pupils are encouraged to take responsibility for their own online safety as they learn to use technology positively, responsibly, and safely. Our aim is to ensure that pupils leave Newcroft being digitally literate, so they can use technology effectively and adapt to the ever-changing digital world.

We teach Computing through explicit, regular lessons and embed Computing across the whole school curriculum. Computing has deep links with mathematics, science, and design and technology, providing insights into both natural and artificial systems. We teach our pupils to become fluent with a range of digital tools, to enable them to select the most appropriate tool to complete a particular task.

Google Classroom

Pupils have access to their own Google account, which enables them to complete and submit homework digitally. This also provides them with the skills needed to access technology independently and take ownership of their digital content, which is increasingly important as pupils move up through the school and beyond.

Hardware (iPads, laptops, Bee Bots etc.)

Pupils learn how to create digital content and explore the principles of coding within explicit Computing lessons, as well as using these devices as learning tools for research and skill development.

Minecraft Club

Minecraft supports some of our children with social and communication skills, including digital citizenship. It combines creativity and logical reasoning in a collaborative open-world environment.

Teacher Expertise

A combination of formal CPD and informal advice and support are provided by the Computing Lead on an as-needed basis. Teachers also deliver at least 50% of the Computing curriculum themselves.

Newcroft Primary Academy