

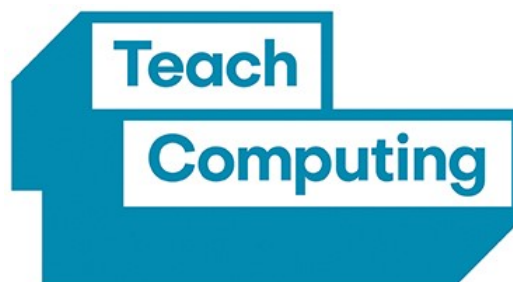
How we teach Computing at High Littleton Primary School

How we organise and sequence our Computing learning:

We teach activities that match the objectives listed in the National Curriculum's Statutory Requirements for Computing. As a school we use the Teach Computing scheme designed by the National Centre of Education for our lessons.

At High Littleton, we want our pupils to be digitally literate and participate responsibly in a digital world, both now and in the future. Our computing curriculum comprises of 4 key areas:

- **Online Safety**
- **Systems and Networks**
- **Creating Media**
- **Data and Information**
- **Programming**



Within the Teach Computing Curriculum, every year group learns through units within the same four themes, which combine ten strands of the National Centre for Computing Education's taxonomy. All learning objectives have been mapped to the strands, which ensures that units build on each other from one key stage to the next.

Computing lessons:

Computing is taught weekly as a discrete lesson. Links are made to other subjects where appropriate.

The main body of the lesson follows the suggested content as set out in the planning within the Teach Computing scheme.



Assessment:

Formative assessments take place at the point of learning. Teachers and children discuss how to improve upon their knowledge and skills. Where appropriate, we ask children to complete a short quiz at the end of each unit.

Summative assessment is recorded on our Foundation Subject Tracker.