

Computing at Smallwood School

At Smallwood, computing is taught by a specialist subject teacher. It is taught throughout the school from reception to year six. Reception have half an hour a week and year one to six have one hour a week. Lessons are taught primarily in the computing suite where pupils have access to thirteen desktops and ten laptops. The laptops are also used by class teachers to reinforce new computing skills learnt in class. The computing curriculum for KS1 and KS2 consists of five core areas, Multimedia, Programming, Online, E-Safety and Data.

Multimedia: The multimedia element of the curriculum is designed to provide pupils with the skills and knowledge required to work creatively across a range of media and technology platforms. By nurturing pupils' creative development in tandem with their programming skills, the aim of this curriculum is to spark an interest in the digital domain and lay the foundations for further studies in this area.

The media types covered are graphics, text; sound, video and animation. The curriculum is cyclical such that media types are revisited as pupils progress through the key stages with higher-level objectives in order to show progression.

Programming: In June 2012 the Secretary of State confirmed the annulment of the old ICT Curriculum following lobbying by professional bodies, industry and teachers who highlighted the need for a significant change in the way in which the use and knowledge of computers and technology is taught in schools. At the time of writing, a replacement computing curriculum will become statutory in September 2014 and can be broadly summarised as shifting away from 'using programs' towards 'making programs'.

Online: The online strand of this curriculum is designed to provide pupils with the skills and knowledge required to navigate efficiently and effectively across the Internet as well as undertake online tasks of communication and data storage. The topics covered within this strand are websites, email, blogging, research via search engines, video conferencing and cloud computing. 3

E-Safety: The progression subdivides E-Safety into 3 strands: Critical Thinking and Discernment; Socialisation and Ethics; Self Protection and Personal Skills.

Since pupils are spending more time online at a younger age and on a greater range of devices, the curriculum aims to provide pupils with the education they require to help them to navigate the online world safely and to communicate respectfully with others.

Data: The data strand of this curriculum aims to provide pupils with the skills and knowledge required to enter, manipulate, sort, search and represent data in a variety of formats and in a range of programs. In working through this strand of the curriculum pupils are introduced to the notion of entering data into a program so it may be represented graphically using pictograms or through a higher-level means of representation in line with age related numeracy objectives.

Most of the software used at Smallwood during lessons across both key stages, is free to download or available to use free online. This means pupils can continue their work from home at no extra cost. This will encourage more pupils to develop their learning skills independently and as a consequence further their knowledge more rapidly.

Various Computing clubs including Code Club, App Inventor Club and Computer Game Inventor Club are offered to pupils by the school. We hope these clubs will help pupils to prepare for a very challenging and exciting future.