REACH FOR THE STARS

Respect - Empathy - Aspirations - Courage - Honesty

THE INTENT, IMPLEMENTATION AND IMPACT OF THE COMPUTING CURRICULUM

INTENT

At Wildmoor Heath School we teach the computing curriculum through a specially designed programme, called Purple Mash. Teachers use and adapt Purple Mash to fit the needs of their pupils, and the needs of the school's drivers: opportunities, creativity, environment, well-being, communication and community.

In computing we aim to prepare children for a rapidly changing world and enable them to use computational thinking and creativity to further understand that world. At the core of the curriculum is computer science, in which pupils are taught the principles of coding, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, we intend for our children to use information technology to create programs, systems and a range of content. We aim to ensure that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

IMPLEMENTATION

The computing curriculum teaches computing skills in a carefully planned progression - skills being developed in two-year learning blocks, each block building on the previous one. Purple Mash separate the computing curriculum into eight main areas: coding and computational thinking; spreadsheets; internet and email; art and design; music; databases and graphing; writing and presenting; communication and networks. The children are introduced to each of these areas when developmentally appropriate, and the skills are built on, repeated and built again through their time at the school. Though computing is taught discretely, we also seek to use the knowledge across the curriculum through a range of presentation programmes, supporting other areas of learning across the school.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YEAR 1	Online Safety	Grouping and Sorting Pictograms	Lego Builders	Maze Explorers	Coding	Animated Stories Tech Outside School
YEAR 2	Coding Online Safety	Spreadsheets Questioning	Questioning Effective Searching	Creating Pictures	Making Music	Presenting Ideas
YEAR 3	Coding	Online Safety Spreadsheets	Touch Typing	Email	Branching Databases Simulations	Presenting (with Microsoft PowerPoint)
YEAR 4	Coding	Online Safety Effective Searching	Spreadsheets	Writing for Different Audiences	Logo Animation	Hardware Investigators Making Music
YEAR 5	Online Safety Coding	Databases	Online safety Spreadsheets	Game Creator	Online Safety Modelling Concept Maps	Word Processing (with Microsoft Word)

YEAR 6	Online Safety	Coding	Spreadsheets (with Microsoft Excel)	Blogging	Networks	Online Safety

IMPACT

We aim to make children at Wildmoor Heath digitally literate and able to join the rest of the world on its digital platform. They will be equipped, not only with the skills and knowledge to use technology effectively and for their own benefit, but more importantly – safely. The biggest impact we want on our children is that they understand the consequences of using the internet and that they are also aware of how to keep themselves safe online. As children become more confident in their abilities in Computing, they will become more independent and key life skills such as problem-solving, logical thinking and self-evaluation become second nature. Proficient users of technology who are able to work both independently and collaboratively.