

# COMPUTING AT HORRINGER COURT

Computing ensures that pupils become digitally literate – able to use, express themselves and develop their ideas through information and communication technology. Computing builds responsible digital citizens who are active participants in a digital world prepared for future workplaces.



## BIG IDEAS

- What is Computer Science?
  - ~ How does technology work? Exploring the history and language of computing.
- Computational Thinking
  - ~ Apply skills to creatively solve problems using technology.
- Evaluate, apply and use a wide variety of technologies
- Programming
  - ~ Exposure to a variety of different programming and computational languages.



## CONTENT & SEQUENCING

- (All) Passwords, RRB, CEOP (KS2) Be Internet Legends (KS3) iDEA
- (5) Google Software (6) www, internet, computer science (7) History, boolean, binary, technology through time (8) business creation
- (5) code.org (6) scratch.mit.edu (KS3) CrumbleBot, CoSpace, MicroBit
- Hour of code
- iPad and Android uses, Stop Motion animation, photography, movie creation
- CSS, HTML, JQUERY, JAVA, PYTHON



## LINKS WITH ENGLISH & MATHS

- Typing Club every lesson.
- TTRockstars for KS2.
- Reading, research and summarisation through all Years.
- Google Sheet calculations.



## RETRIEVAL PRACTICE

- Questioning during lessons, reviewing work that is handed in and peer review of work completed.
- Instant assessment in some programming structures to enable progression through the work.
- **Future use of Screencastify to deliver video feedback to the pupils on their work.**



## PROGRESS

- Secure, safe, respectful and confident use of technology, in and out of school.
- Experimentation with tasks they have been set and looking at developing work further.



## SUPPORT

- Access to laptops at break times and lunch times.
- All software is free downloads and whole curriculum accessible online.
- Children work at their own pace and have extension tasks for each area.
- Advanced programming languages available to move on to after completing set tasks.
- After School clubs - PiWars