

Computing Curriculum Intent 2021/2022

Computing sessions at Braeburn Primary and Nursery Academy are delivered by a Google Certified Educator, specialist teacher. All children from Reception to year 6 receive one hourly computing session per week. In addition to this, computing skills are developed throughout the curriculum on a daily basis. Children in KS2 have 1:1 access to Chromebooks with a further class set available to use in KS1. Using the Ebor progression document, computing is split into three strands; Information technology which is about the use of computers for functional purposes, such as collecting and presenting information, or using search technology. Digital literacy which is about the safe and responsible use of technology, including recognising its advantages for collaboration or communication. Finally, control systems will introduce children of all ages to understanding how computers and networks work. It will also give all children the opportunity to learn basic computer programming, from simple floor robots in Years 1 and 2, right up to creating on-screen computer games and programmes by Year 6. Computing sessions will be a mixture of 'topic linked' and 'stand alone' lessons.

Through our computing curriculum we aim to give our pupils the life-skills that will enable them to embrace and utilise new technology in a socially responsible and safe way in order to flourish. We want our pupils to be able to operate in the 21st century workplace and we want them to know the career opportunities that will be open to them if they study computing. Children at Braeburn will use technology to support learning across the entire curriculum and to ensure that our curriculum is accessible to every child. Not only do we want them to be digitally literate and competent end-users of technology but, through our computing lessons, we want them to develop creativity, resilience, problem-solving and critical thinking skills, as well as developing their speech and language skills. We want our pupils to have a breadth of experience to develop their understanding of themselves as individuals within their community but also as members of a wider global community and as responsible digital citizens.

Post Lock Down Addendum

Whilst all year groups have had some disruption to their learning in computing, due to the COVID-19 pandemic and resulting lockdowns, it is apparent that year 1 have been the most adversely affected year group. In order to close this gap the computing lead will continue to deliver discrete sessions to the two year 1 teams but will also work alongside the class teachers to use IT in cross curricular ways. This will begin in cycle 3 and continue into cycle 1 and 2 of the 21/22 academic year - Deer and Hedgehogs teams.