



Computing at Mulbarton Primary School

The national curriculum for computing aims to ensure that all pupils:

- *can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation*
- *can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems*
- *can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems*
- *are responsible, competent, confident and creative users of information and communication technology.*

What does Computing at Mulbarton Primary School look like?

At Mulbarton Primary School, we use the computing scheme Teach Computing. This scheme enables us to teach a wide variety of computing topics across each year group including computer systems and networks, creating media, programming, data, and information. Computer science is an integral part of life and children should leave our school fully equipped with the skills and knowledge to engage successfully.

We believe children should have a sound understanding of online safety and how to maintain a safe use of the internet. Consequently, we teach this as a core part of the computing curriculum at least once every half-term using Project Evolve resources.

We have recently upgraded our interactive boards and computing facilities to engage our pupils in all areas of the curriculum. We have a full class set of laptops and many iPads which are used to enhance learning across all subjects as well as the delivery of the computing curriculum. iPads are well equipped with a variety of learning apps to support independent learning in KS1. Within classrooms, teachers make use of the Apple TV facility which allows children to learn collaboratively and develop their ideas and skills as well as the use of a visualiser in most classrooms too.

We use a range of computing programs to support learning for pupils at school as well as at home. Children in KS1 have access to E-Books through our new Rocket Phonics scheme and we play phonics learning games to support in class learning. In KS2 we use programs such as Times Table Rock Stars (TTRS) for the children to use at home to encourage the practice of times tables in maths.

In the EYFS we offer opportunities for children to begin to familiarise with technology in the world and allow children to explore through imaginative play. For example, old cameras, pretend phones, keyboards, torches, Beebots. We also use learning games and apps on iPads regularly.