Uniquely Different, United Together, Universally Prepared

At South Molton United Church of England Primary School, children have a sense of belonging in a supportive, happy environment, where their range of talents will be nurtured, enabling them to flourish and achieve excellence. Every child is valued as a unique person and can develop their sense of discovery, expectation and wonder. We embrace Christian values, which enable us to be compassionate and responsible members of our community and make positive contributions to society.

Curriculum Statement for the teaching and learning of Computing 2022-23

INTENT	All children at SMUPS will gain a wordily understanding of Computing through a holistic teaching approach. While having access to devices such as laptops and tablets are integral to Computing, it is also important that the children access 'unplugged' activities which will help consolidate and broaden their understanding of how the skills taught in Computing relate to the real world.		
UNDERSTAN	The teaching of knowledge, skills and understanding	The application of skills, knowledge and understanding	Vocabulary

UNDERPINNED BY	Computing is taught through a range of approaches to ensure our pupils get a rounded understanding of how Computing relates to the real world.	By the end of their time at SMUPS, all children will have had opportunity to produce a range of outcomes which show their understanding of the Computing curriculum.	Information Computer Internet Network Search E-Safety Program Selection Wireless System Device Search engine Media Evaluation Algorithm Data Repetition Coding Pattern Control Input Programming Sequence Plagiarism Output Digital Debug Variables Manipulate Decomposition Logical reasoning
IMPLEMENTATION	Curriculum Approach Giving all pupils a broad experience of Computing.	External Stimuli SWGFL E-Safety visit Barefoot Computing training	Extra Curricular Enhancements: Trips Visitors to school Festival of words Easter Production Christmas Production

	Resources	Questioning	Showcase opportunities
	- Laptops - Ipads/Tablets - IWB - Unplugged Barefoot activities	Examples include: - How do you know this source is reliable? - What have you created? How do you know? - What part of your algorithm needs to be debugged before it will accomplish your desired outcome? - What steps need to be changed? Why?	Examples include: - Use of Youtube channel - Virtual art exhibitions - Host film evenings which showcase children's media work
	Teaching Approaches Teaching the importance of understanding and applying understanding in both 'plugged' and 'unplugged' contexts.	Home Learning Opportunities Examples include: - Stop Motion Animation Project - Digital media artwork - Contributing to school's Youtube channel	Audience and Purpose Parent community Class guides Other pupils
IMPACT	By the end of each key stage, pupils are expected to know, apply and understand the matters, skills, knowledge and processes specified in the relevant programme of study.		

PUPIL VOICE	EVIDENCE IN KNOWLEDGE
Examples include: Survey monkey Questionnaires Learning Walks Informal discussion	Examples include: E-Safety posters Algorithms written in unplugged activities Debugging of algorithms Understanding of plagiarism when looking at sources
EVIDENCE IN SKILLS	EVIDENCE IN UNDERSTANDING
Examples include: YouTube video editing Stop Frame animation Presentations using multimedia Ese of search engines Summer term projects	Examples include: Pupil voice Unplugged and plugged outcomes Using internet safely Using a range of devices appropriately Using multimedia to create video/presentation