Reynolds Academy Subject on a Page



Computing

At Reynolds Academy, we understand the important role which information technology plays in everyday life. We want all of our children to be able to grow up into responsible, digital citizens who are able to use technology to express their ideas and overcome any challenges which they are set.



Digital Literacy

Intent – What do we aim to deliver?

\

Computer Science

Children understand how digital technology systems work and can use and program algorithms to achieve specific outcomes.

Information Technology

Use of computers and technology for functional purposes such as collecting and presenting information or using search technology.

Children are able to find, evaluate,

utilise, share and create content using

information technology and the internet.

Responsible Digital Citizens

Children are able to use all technology safely, identifying threats to themselves and others.

Computing is normally taught in KS1 in 50-minute lessons on a weekly basis and KS2 have 1 hour 40 minutes every two weeks. Children in Foundation Stage have access to technology as part of child-initiated activities. All classes have access to laptops and I-pads to enhance learning in class rooms.



Implementation – How do we aim to deliver it?

The computing curriculum at Reynolds is delivered primarily using desktop PCs in our Computing suite. The children are also able to access laptops and I-pads in classes.

Teachers follow the Kapow primary computing curriculum.



Children have their own secure
Teams log ins. The children are able
to access a wide range of applications
and each have their own folder to
store their work. They are all taught
how to use these safely and
effectively.



Impact – How will we know when we have delivered it?

High levels of engagement and enjoyment

Children at Reynolds enjoy computing lessons and understand not just how things occur but when thwy occur. They are able to adapt, change and refine therr projects in order to make them most effective.

Ensuring Progress

Throughout each unit, children are asked to produce pieces of work which help them independently demonstrate the skills that they have been taught.

Ensuring Progress

Teachers use Chris Quigley Milestones in conjunction with the Kapow Computing units as a framework for identifying children who have achieved the expected standard and any additional support which is required.

Whole Curriculum Impact

Children are ably to apply their computing skills across the whole curriculum – using technology to express their ideas effectively.