





COMPUTING													
The Hoyle Court Curriculum – Flightpath													
What do we do here?													
<div>INTENT</div> <div>The Hoyle Court Commitment</div> <div>‘What we want to achieve’</div> <div></div>	<p>At Hoyle Court Primary School, it is our vision to inspire children to see the huge potential computing and information technology provide for us.</p> <p>With technology playing such a significant role in society today, we believe ‘computational thinking’ is a vital skill for children; enabling them to analyse and solve problems in a variety of contexts. Computing has deep links with mathematics, science, and design and technology, and can support children’s learning across many areas.</p> <p>At Hoyle Court, we provide a curriculum, which allows all children to apply the fundamental principles and concepts of computer science, regardless of their ability or background. Children develop analytical problem-solving skills and learn to evaluate and apply information technology. Pupils are introduced to a wide range of technology, including PCs, laptops, iPads and interactive whiteboards, allowing them to continually practice and improve the skills they learn.</p> <p>Our curriculum also enables children to become responsible, competent, confident and creative users of information technology. As well as the benefits of ICT, we are also aware of the risks. As a result, e-safety is an integral part of our Computing and PHSE curricula.</p> <p>We provide opportunities so that when children leave us they have acquired the skills required to be able to participate effectively and safely in our digital world.</p>												
<div>IMPLEMENTATION</div> <div>The Hoyle Court Delivery</div> <div>‘How we will do it’</div> <div></div>	<p><b>Our Computing curriculum at Hoyle Court is based on the ‘Teach Computing’ curriculum from the National Centre for Computing Education (NCCE).</b></p> <p><b>EYFS</b> Computing is not explicitly taught at EYFS but elements of other areas of learning prepare children for learning in computing as they get older. E.g. Understanding the World – exploring how things work, PSHE – self-confidence and keeping safe.</p> <p><b>KS1 &amp; KS2</b> Computing is made up of three subject areas – Computer Science, Information Technology and Digital Literacy. These areas are covered through the following half-termly units adapted from the NCCE curriculum –</p> <table><tr><td>Autumn 1</td><td>Autumn 2</td><td>Spring 1</td><td>Spring 2</td><td>Summer 1</td><td>Summer 2</td></tr><tr><td>Computing systems and networks</td><td>Creating Media</td><td>Programming A</td><td>Data and information</td><td>Creating media</td><td>Programming B</td></tr></table> <p>Some computing lessons, especially in KS1, may be taught ‘unplugged’ i.e. not on a computer. This might involve sequencing instructions orally or using other technology such as Beebots. In KS2, each class has a weekly computing lesson in our ICT suite.</p> <p>In addition to the NCCE lessons, we use the Project Evolve curriculum to teach pupils about being safe and responsible online. Project Evolve is based on the UKCIS framework “Education for a Connected World” (EFACW) and covers knowledge, skills, behaviours and attitudes across eight strands - Self-Image and Identity, Online Relationships, Online Reputation, Online Bullying, Managing Online Information, Health, Well-being and Lifestyle, Privacy and Security and Copyright and Ownership.</p> <p>Further information can be found in our Skills Progression Documents (click to follow the link) –</p> <div><div>KS1 Skills Progression →</div><div>LKS2 Skills Progression →</div><div>UKS2 Skills Progression →</div></div>	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Computing systems and networks	Creating Media	Programming A	Data and information	Creating media	Programming B
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<div>IMPACT</div> <div>The Hoyle Court Outcomes</div> <div>‘How we know it works’</div> <div></div>	<p><b>Children will be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school.</b></p> <p>By the time the children at Hoyle Court Primary leave our school, they will have developed the skills to enable them to:</p> <ul style="list-style-type: none"><li>• Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li><li>• Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</li><li>• Use logical reasoning to explain how a simple algorithm works and to detect and correct errors in algorithms and programs.</li><li>• Understand computer networks including the internet; how they can provide multiple services, such as the worldwide web; and the opportunities they offer for communication and collaboration.</li><li>• Describe how Internet search engines find and store data; use search engines effectively; be discerning in evaluating digital content; respect individuals and intellectual property; use technology responsibly, securely and safely.</li><li>• Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</li></ul>												
<div>Our priorities for Computing in 2023/24 include:</div> <div><div>✓ Ensuring that the recording of computing work is consistent across school including evidence in Wonderful World books.</div><div>✓ Assessment of computing skills to begin in order to record progress.</div></div> <div></div>													