



Intent	<p>The Gnosall St Lawrence CE Primary Academy computing curriculum is designed provide children with the e-safety, coding and programming skills that they need now and in the future. We aim to ensure every children knows how to stay safe online or when using digital devices. We help them become good digital citizen. We also aim to give children the skills and knowledge they need in order to succeed now and in the future; allowing them to ‘shine as lights in the world’ (Phillippians 2:16)..</p>			
	Topic Specific Vocabulary	E-safety	Coding and Programing	Using software
	<p>Pupils will learn a range of subject specific vocabulary and apply them in practical situations.</p>	<p>Pupils will learn how to stay safe online or when using digital devises, at an age appropriate level.</p>	<p>Pupils gain programming and coding skills through a sequential curriculum.</p>	<p>Pupils will gain experience using age appropriate software such as Word, Powerpoint and Excel.</p>
Implementation	<p>Curriculum Approach We have a clear and tailor made sequential curriculum to ensure appropriate coverage of objectives.</p>		<p>Clear progression Teaching and learning shows progression across all key stages within the strands of computing.</p>	
	<p>Equipment In KS1 children use beebots and ipads. In KS2 children use probots, laptops and ipads. We also use Purple Mash and Scratch for coding activities.</p>		<p>Extra-curricular opportunities Children will access extra-curricular computing opportunities such as e-safety video making. We also have e-safety monitors in school.</p>	
Impact	<p>Pupil Voice Through discussion and feedback, children talk enthusiastically about computing lessons. They show their learning in their own words in activities recorded in topic books.</p>			
	<p>Evidence in Knowledge Pupils show a developing understanding of e-safety, programming and coding.</p>			
	<p>Evidence in Skills Pupils can use their acquired knowledge to programme Beebots and Probots. Pupils have a working knowledge of how to stay safe online or when using digital devises.</p>			
	<p>Breadth and Depth Teachers plan a range of opportunities for children to engage in computing that encompass the key skills to inspire confidence when using digital devices.</p>			