



Intent	<p>The Gnosall St Lawrence CE Primary Academy sequential computing curriculum is designed provide children with the e-safety, computer science, coding and programming skills that they need now and in the future. We aim to ensure every child knows how to stay safe online or when using digital devices. We help children to become good digital citizen. We endeavour to give children the computing skills and knowledge they need to shine as lights in the world.</p>			
	Topic Specific Vocabulary	E-safety & Computer Networks	Coding and Programing	Creating Media and 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 devices, 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 based on the national curriculum expectations.</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, laptops and ipads. In KS2 children use probots, laptops and ipads. Pupils will also use a range of software including Purple Mash, TinkerCad, Crumble and Scratch.</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 and assemblies for pupils and adults will take place throughout the year.</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 computing books.</p>			
	<p>Evidence in Knowledge Pupils show a developing understanding of e-safety, creating media, 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 devices. Pupils will be confident using a range of different software.</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>			