COMPUTING AT TRINITY CROFT

BIG IDEAS

Humankind
Understanding what it means to be human and the cause and effect of human behaviour.

Children will be taught about how the technology is being developed to enhance the life of humans including through the use of Artificial Intelligence. They will explore the impact that technology can have to our daily lives and develop their skills and knowledge to help them compete in the work market of the future.

Processes
Understanding the many dynamic and physical processes that shape the world around us.

Children will explore the contribution that technology makes to different industries such as farming and manufacturing and how this has transformed the world in which we live.

Creativity
Understanding how everyday and exceptional creativity can inspire and change perceptions.

Children will have the opportunity to be creative in designing programs and multimedia presentations by using trial and error and original thought.

Investigation
Understanding the importance of asking questions, formulating hypotheses, gathering information and analysing evidence.

Children will explore the use of technology to explore the answers to questions using the internet. They will be competent in using database and spreadsheet software to simplify the process of answer questions.

Significance
Understanding why significant people, places, events and inventions matter.

Children will be taught about significant people who have shaped the development of technology which we often take for granted. They will learn about technological inventions and their impact on the world today.

INTENT

The aim at Trinity Croft is to provide opportunities for children to develop as independent, confident, resilient and successful, life-long learners. Through the implementation of a broad and balanced curriculum, we aim for our children to have high aspirations to make an active and positive contribution to their school, their community and the wider society; now and in the future.

We want our children to be equipped with the skills and knowledge to able to keep themselves safe and healthy both mentally and physically.

Our computing curriculum is intended to prepare children for their future lives in equipping them with the skills and knowledge to be competitive in the future job market and to make sure that they are always safe from online harm. Children will learn about how technology has changed the lives of humans and about the positive and negative aspects of the future direction.

We intend for the children at Trinity Croft to leave us feeling confident and competent to use technology in a suitable way. We will offer children an opportunity to grow through inspired learning.

IMPLEMENTATION

The computing curriculum is a 'spiral curriculum' where concepts are regular revisited to ensure that meaningful connections are made.

The children are taught the same units each year where prior learning is used a foundation for new learning which is subsequently well developed.

Prior learning is referenced throughout the scheme of work and children become very familiar with the content and structure. Each year group has a similar programme of study which means that different year groups are studying the same area at the same time.

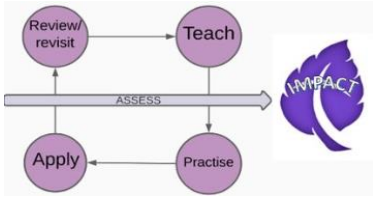
DEEP LEARNING AND RETRIEVAL

The whole curriculum at Trinity Croft is structured to promote and exploit opportunities to make sure new learning is committed to long term memory. This is done by the way in which the curriculum is structured overall as a spiral curriculum in the main.

Teachers use computing 'Knowledge Organisers' to assess what learning has taken place. Questions will cover not only what is currently taught but what has gone before, but in the previous; term, year group and Key Stage.

Testing out 'sticky knowledge' happens each lesson and in every subject. Remembering what has been taught and explored is celebrated and is a core part of the approach at Trinity Croft.

Each lesson follows the DSAT Model of Teaching and Learning.



CURRICULUM RESOURCING

The computing curriculum at Trinity Croft is derived from the National Curriculum programme of study.

The curriculum is delivered using Purple Mash in all year groups and covers:

- Coding
- Online Safety
- Spreadsheets
- Touch Typing
- Internet and Email
- Art and Design
- Music
- Databases and Graphing
- Writing and Presenting
- Communication and Networks