

'A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world.' *NC computing*

The ethos of Valley Invicta at Leybourne Chase is to 'Chase our dreams, inspire others and achieve all'. We aim to provide every child with a happy and caring, learning environment in which he or she can develop their full potential - whatever their needs and irrespective of ability, race or gender.

In this respect, a high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. It also provides children with the ability to make good decisions online and create a safe environment for themselves where they feel able to fully understand the digital world, access activities online and realise their potential. We must provide our children with the opportunities to access digital content through smartphones, tablets and laptops but also equip them with the knowledge to be able to use that media responsibly

Intent, Implementation and Impact

Intent:

- We must ensure that children access an engaging and effective curriculum that develops pupil's knowledge and understanding of ICT and computer science in line with the National Curriculum.
- We must prepare pupils to live safely in an increasingly digital British society.

Implementation:

Access to resources which aid in the acquisition of skills and knowledge.

- Children have access to computer hardware (computers, tablets, programmable equipment) and software that they need to develop knowledge and skills of digital systems and their applications.

Access to quality first teaching within the strands of Digital Literacy, Information and Communication Technology and Computer Science.

- Computing is taught fortnightly in every year group throughout the academic year.
- Teachers, through effective use of formative and summative assessment, adapt provision to meet the individual needs within their class.

A learning environment that enriches, promotes and celebrates learning within the strands of Digital Literacy, Information and Communication Technology and Computer Science.

- Computing within the curriculum is evident in classrooms and around school.

Opportunities to apply their learning across the curriculum.

- Opportunities for the safe use of computing equipment, software and digital systems are considered in wider curriculum planning.

Clear parental Communication

- Parents are informed when issues relating to online safety arise and further information/support is provided if required.

Opportunities to explore the concept of online safety

- Online safety is an integral part of the curriculum in every year across the school. At the beginning of the year, classes develop an online safety charter which guides their approach to the curriculum throughout the year. In addition, every year across the school has an online safety unit as part of their curriculum overview. Moreover, the school will celebrate Safer Internet Day in the Spring Term of the academic year.

Impact:

- Children will have a secure and comprehensive knowledge of the implications of technology and digital systems, and also how they are evolving in a globalised and rapidly changing world.
- Children will be able to apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems.
- Children will be able to show this in work across the curriculum and in discussion with peers and adults in the school.