



Computing at Fir Tree





Hello!

My name is Miss Lloyd, and I am
the Computing Subject Leader
at Fir Tree.

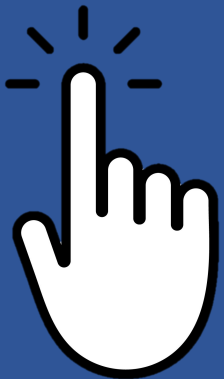
At Fir Tree, computing includes:

- Programming
- Information Technology
- Digital Literacy



Intent

A high quality computing education equips the pupils at Fir Tree to use computational thinking and creativity to understand and change the world. Computing at Fir Tree has deep links with mathematics, science and design and technology, and provides insight into both natural and artificial systems. The core of computing is computer science, in which our pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils at Fir Tree are equipped to use information technology to create programs, systems and a range of content. Computing also ensures pupils become digital literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.



Click here to find our 'Fir Tree Curriculum' & 'Knowledge and Skills Progression' documents:

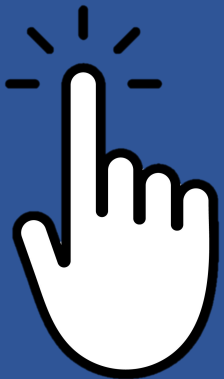
<https://www.fir-tree-juniors.org/computing/>



Implementation

Computing enhances the learning across all subjects at Fir Tree and is interwoven throughout many projects. Using information technology within various lessons helps engage learners and use a variety of skills to implement in their learning.

Reinforcing digital literacy skills during learning enables the children at Fir Tree to be safe online and know how to use technology responsibly.



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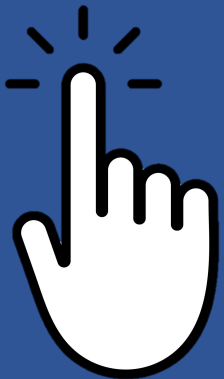


Impact

The impact of the computing curriculum is shown in many ways including in digital format (Scratch projects, Kahoot quizzes, Hour of Code) and physical copies (Word documents, posters, screenshots).

Impact is also evident through learning conversations and learning walks around school.

Children are regularly asked to take part in conversation about their learning and can talk confidently about what they have learnt, where they have made progress and what their targets are. Weekly assessment helps to inform the planning for subsequent lessons and highlights key areas that need to be targeted. Assessment happens within each of the three strands of computing; programming, information technology and digital literacy.



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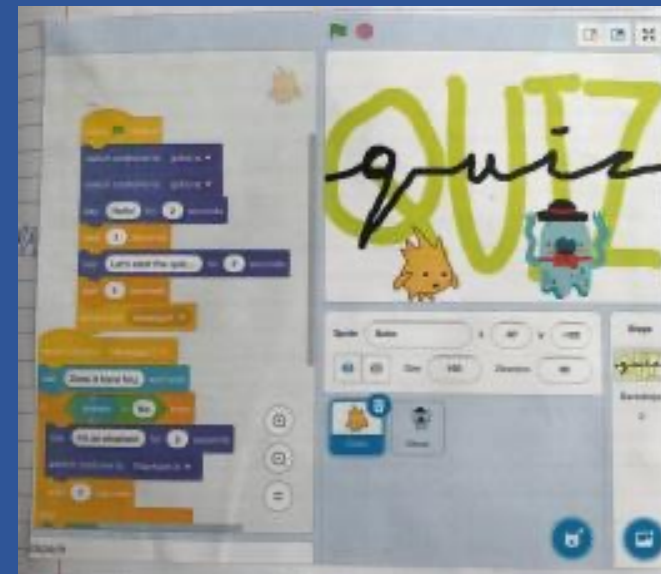
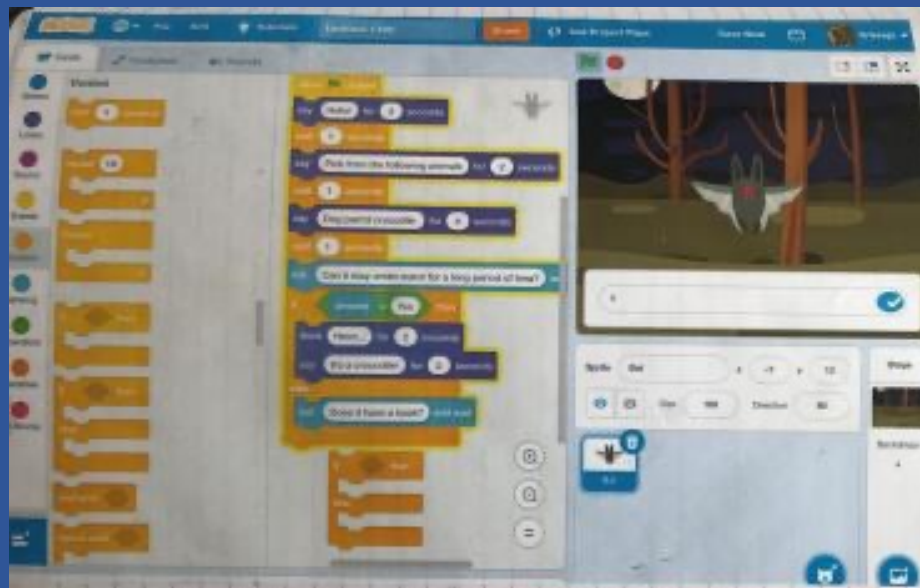


Programming

Some projects such as 'The Iron Man' in Year 3 are English projects which link nicely to programming by designing code which creates a sequence of instructions. Specifying distance & turn to achieve specific outcomes.

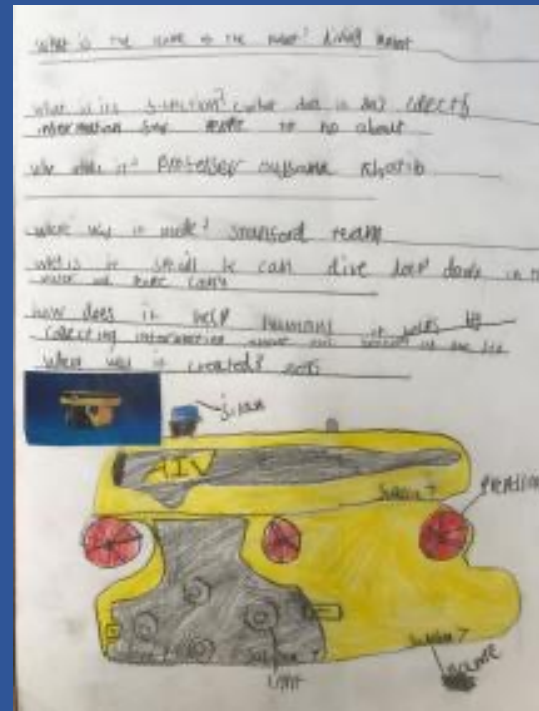
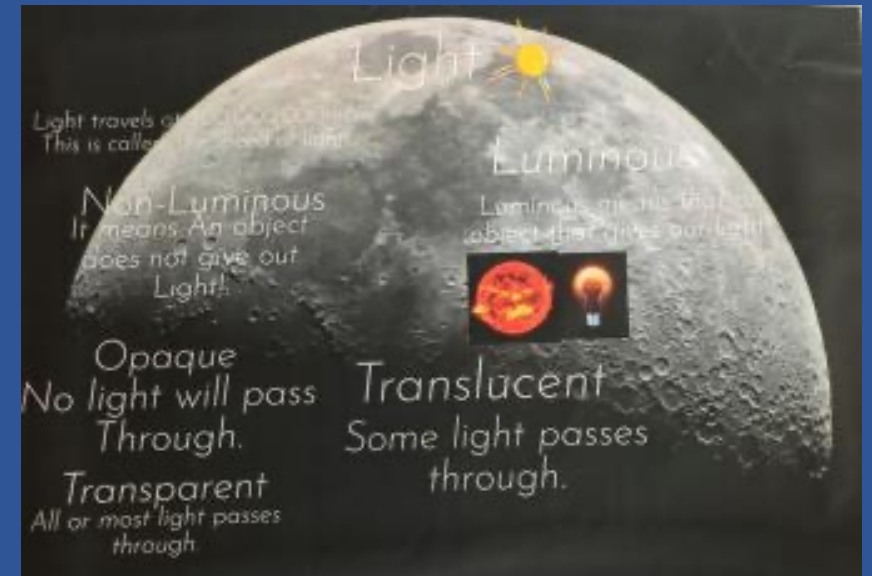


Some projects such as 'Animal Architects' in year 6 lend themselves to coding through the creation of Scratch quizzes that include many of the programming objectives. In this example, programming objectives are clearly evident within a science lesson.

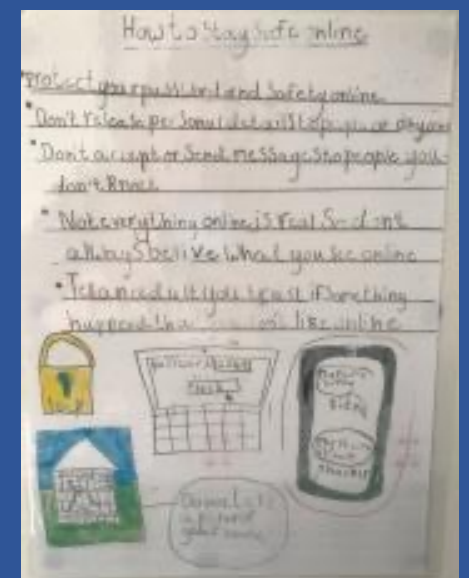
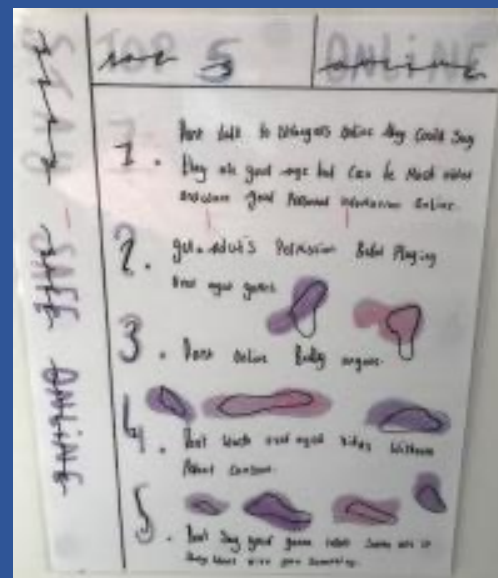


Information Technology

Across the curriculum at Fir Tree information technology is used in variety of different ways to enhance the learning and compliment different projects and subjects. A wide variety of software and digital devices help to ensure that the children are exposed to differing scenarios where they learn new skills.



At Fir Tree digital literacy forms an important strand of the computing curriculum. Children are taught to use technology safely, responsibly and respectfully. At the start of each computing session appropriate technology behaviours are reemphasised. On Safer Internet Day the children created posters in response to staying safe online.



"I like learning using the iPads because it makes it more fun. I enjoyed making word art using the apps and creating 'Wordles' related to our science work"

- Year 6 Student

"I enjoy making games in coding related to our project. We use 'Scratch' which helps us understand how different apps work online"

-Year 6 Student

"Using technology during our learning is helpful for researching. It is brilliant to use for project work and finding out more information"

- Year 6 Student

"Technology in school is useful for helping us remember what we have learnt. For example, In R.E. we used word art apps to create artwork based around resurrection and the key words we used"

- Year 6 Student

"Looking up pictures is useful for topics, especially history. We can then make presentations and collages with these"

- Year 6 Student

“In programming we learnt to move a character around the screen. This was fun and we learnt new ways to code”
- Year 3 Student

“Using the iPads or computers during art can be helpful because we can see animals or other things we want to sketch for our project”
- Year 3 Student

“I like using the iPads because it makes things more fun. You don’t realise you’re learning whilst you research”
- Year 3 Student

“I have enjoyed exploring the internet and gathering different opinions on things. We learnt about different robot designs in our project and what engineers thought of each creation”
- Year 3 Student

“Learning about internet safety is useful because it helps us to stay safe online, not get hurt or scammed”
- Year 3 Student