Subject Story: Computing

In our computing curriculum you will see our value of **Friendship.**

- Children show kindness towards their peers by being respectful and polite to one another online.
- Children support their peers and model tasks to each other, demonstrating their own knowledge.
- Pupils may work together and share resources during unplugged and cross-curricular sessions.

In our computing curriculum you will see our value of **Responsibility.**

- Children are aware of the school rules regarding Chromebooks.
- Children show responsibility when using the Chromebooks appropriately and safely.
- Children are learning to become 'safe' internet users through online safety computing lessons and our annual E-safety day.

In our computing curriculum you will see our value of **Honesty.**

- Children demonstrate honesty by speaking out if they are concerned by anything they have come across online.
- Pupils are honest when they make mistakes online.
- Children are made aware of trusted adults that they can speak to regarding online safety.

In our computing curriculum you will see our value of **Love.**

- Children follow the Acceptable use of the internet agreement which outlines how to be respectful online and how to use ICT facilities in school
- Adults promote a love of learning through the computing curriculum by using engaging resources.
- Children show love and pride for their work using Purple Mash to save and display completed tasks.

In our computing curriculum you will see our value of **Courage**.

- Children demonstrate courage by speaking out if they are concerned by anything they have come across online.
- Children challenge themselves through the progressive curriculum coverage that builds on their previous knowledge and skills.
- Adults promote a growth mind-set attitude in the classroom when teaching new skills e.g. coding.

In our computing curriculum you will see our value of **Respect.**

- Children are aware of Online safety rules and will show respect to one another when using Purple Mash emails
- Children understand how to keep themselves and others safe online.
- When working collaboratively, pupils will share resources by turn-taking or dividing up roles, as well as sharing their ideas and knowledge.



Using the Beebots during a maths session to understand prepositional language

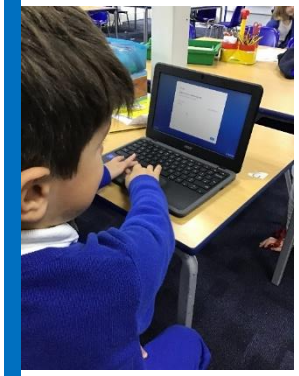
Children at St. Martin's say this about Computing:

"I really like using the computers, especially Rock Stars; it's a fun learning experience" Sam -Year 4

"We use Beebots in our classroom. I like telling them how to move around a map" Charlotte – Year 1

"When a message pops up on my screen I know that we have to tell an adult" Logan – Year 3

"Computing is fun, I like using Scratch Jr because it looks cool" Rose – Early Years



Logging into the Chromebook to start a year 1 computing session

Our **agreed consistencies** for computing are:

- Children will use Chromebooks to access Teach Computing, and Times table Rockstars
- Class teachers will use their year group Teach Computing units to plan and teach; to ensure full and progressive coverage of 'digital literacy', 'computer science' and 'information technology'.
- Class teachers can use curriculum time flexibly to teach computing.

If you were to walk into a computing lesson at St. Martin's you would see:

- All children using a Chromebook to access their lesson resources
- Children using various websites to learn the knowledge and skills in the computing curriculum
- Children exposed to the key vocabulary from the progression of knowledge plan such as 'algorithm'
- Children will respect each other online and follow the trusts online E-Safety policy
- Adults will use apps and planning that are provided on the Teach Computing website to model skills and lesson intentions to the class
- Reference to the school values to show respect to each other online
- Children encouraged by adults to experience and progress their computing knowledge
- Fun and interactive lessons that include 'unplugged' sessions where children are given the opportunity to experience different types of technology (ie Beebots and cameras)

In our computing curriculum you will see children learning through **exciting, engaging learning experiences which develop their 'cultural capital'.**

- In previous years St Martin's have celebrated National E-Safety day
- Children are supported through Pupil Premium funding by giving them access to a Chromebook at home. This helps them gain the opportunity to practise their computing skills through home learning
- Children are given the opportunity to access technology other than computers such as VR headsets.



Cross curricular links to 'Chinese New Year'

In our computing curriculum, you will see our school curriculum vision because our children **work with resilience – strive.**

- Children acquire and develop new skills through well-planned, progressive units
- Children are encouraged to use their computing knowledge and skills in other lessons to help with the intended learning

In our computing curriculum you will see our school curriculum vision because our children **dream big - aspire.**

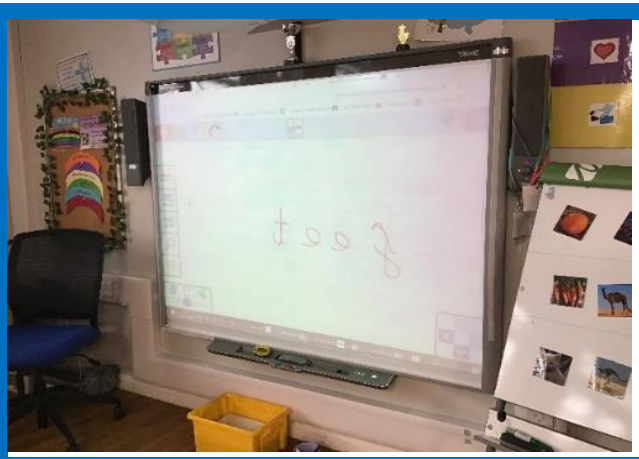
- Encourage children to develop their computing knowledge and skills to prepare them for their future
- Encourage children to refer to famous entrepreneurs who have used their computing knowledge to design and create technology that we use today

In our computing curriculum you will see our school curriculum vision because our children **flourish - succeed.**

- Children are encouraged to support others in their computing sessions to model and develop skills
- Staff share with children how they can succeed on a lesson-by-lesson basis, allowing them to use their skills in other areas

In our computing curriculum you will see that we value **inclusion and diversity.**

- Pupil Premium children have been bought a Chromebook to enable home learning.
- Staff use opportunities to discuss technology in the world including those that are used for medical advancements e.g. hearing aids.
- Staff are aware of resources and technology that can be used to support SEND needs within our school and community.



In our computing curriculum you will see how we develop our children's language, **including subject specific and technical vocabulary.**

- Specific vocabulary linked to the learning content is detailed within Purple Mash planning.
- The key vocabulary has been carefully planned in order to be progressive
- All plans include a starter activity where the adult discusses new vocabulary and a short online safety scenario.

British Values and **Spiritual, Moral, Social and Cultural Learning** (SMSC) in computing

- **Spiritual –** Staff will use technology for further teaching in RE and collective worship such as: showing images of religious buildings and artefacts or watching Bible stories.
- **Moral -** Through teaching and learning of the 'online safety' units within computing, pupils investigate moral and ethical issues online and learn appropriate responses.
- **Social and Cultural Learning and British Values –** Through teaching of E-safety, pupils learn mutual respect and tolerance of other communities and individuals online.
    - They will understand that much like the rule of law, E-safety rules are in place to keep themselves and others safe. Adults will also teach children the ways in which they can value themselves as an individual and express their interests using technology e.g. creating their own Purple Mash 'avatar' identity.

Children achieve well in this subject. Highlights of **outcomes** in computing for last academic year are:

- At the end of the last academic year, lower KS2 had a high achievement of children attaining 'greater depth', including Year 3 with 16%.
- 90% of children in Year 5 achieved expected or above.
- Chromebooks were used across the school
- Cross curricular activities were organised for all year groups,eg. VR Headsets
- 8% of children in Year 2 achieved greater depth

Opportunities for spirituality and children being agents for change

Technology can provide meaningful opportunities for spirituality by encouraging children to reflect on their values, explore their place in the wider world, and develop empathy for others. Through computing, pupils learn how digital tools can be used positively to connect, collaborate and make a difference. We empower children to be agents of change by giving them opportunities to use technology responsibly, raise awareness of important issues, share their ideas, and create digital content that has a positive impact on their school and community. In doing so, pupils develop confidence, purpose and an understanding of how their actions can contribute to a better future for others.

Successes in 2025-2026

- Providing pupils and parents opportunities to engage in Online safety workshops using resources from Online Safety Day's website
- Providing professional development for teaching staff through EduThing Education program and introducing a new scheme
- Hiring VR Headset experiences for children in KS1 and KS2 to support their learning digital science and cross curricular activities such as Egyptian pyramids
- Improved pupils outcomes with accurate assessments Year 4 and Year 5 achieved 90% expected and above.

Priorities for 2026-2027

- To improve staff knowledge of resources provided by Teach Computing
- To give children more 'hands on' experiences
- To offer experiences for children and adults that aid growth of knowledge and skills
- To improve assessments tools to aid teachers understanding of what is expected or above in the computing curriculum
- To implement the use of Micro:bits to encourage 'unplugged' sessions