

## Computing Ambition

### Vision

It is our vision to develop digitally engaged, computational thinking children who are able to create purposeful programs and safely access, create and manipulate media to support their learning by the time they leave Elloughton Primary School.

#### Working like a programmer

*Computer science at Elloughton will provide opportunities for children to;*

- Develop an understanding of algorithms and evaluate the effectiveness.
- Decompose existing code to help build their own.
- Design and create algorithms that fit a purpose.
- Debug and make modifications to code of their own and others.

#### Working like a creator

*Computing at Elloughton will provide opportunities for children to;*

- Proficiently control a range of devices.
- Create and manipulate media, documents, data and online content.
- Save and retrieve work.
- Communicate with their peers and the wider community.
- Work safely online.

*To make computer science an experience, lessons **will** include;*

- A hands off help approach
- Discussion
- Questions
- Time to solve their own problems
- Computer science vocabulary

*To make computing an experience, lessons **will** include;*

- Enthusiasm, challenge and support
- Discussion
- Questions
- Debate
- Computing vocabulary

*Computer science lessons **might** include;*

- Inputting code
- Parson's problems
- Tinker time
- A selection of specific coding blocks to build code
- Samples of code to examine
- Peer assessment
- Deliberate bugs
- Unplugged activities

*Computer lessons **might** include;*

- Examples of work
- Demonstrations
- Online research

### Challenge

- Creating their own program from scratch
- Extending code to add new sprites
- Creating bugs for their peers to find

### Challenge

- Draw on a range of sources
- Presenting their ideas to a wider audience

### **To raise the profile of computing through the school;**

- Starting in year 1, every child will have a computer science book which will follow them through school, acting as a point of reference.
- Creation skills will be taught cross curricularly.
- A weekly class circle about eSafety will be held.
- The eSafety question will be shared via Class Dojo for parents.
- Each classroom will display the sharing circle which will be referred to in eSafety circles.
- Safer Internet Week will be held each year with every class completing at least one activity to support this.
- #wakeupwednesday posters will be shared from National Online Safety via Class Dojo to parents to raise the profile of eSafety.
- A team of digital leaders will be assembled every September.
- Digital leaders will hold an e safety stall at parents' evenings and fairs.

Computing	
Knowledge	Concepts
Control and uses	Algorithm
Create and manipulate	Algorithm evaluation
Organise and store	Decomposition
Retrieve information	Pattern spotting
	Design
	Sequence
	Selection
	Repetition
	Variable use
	Input output
	Debugging
	Communication
	eSafety
Sources	
<b>Communication</b> <i>organise and present ideas effectively</i>	