



## Intent

A high-quality computing education equips pupils to use computational thinking and creativity within their current and future workplaces. Computing has deep links with mathematics, science and design technology, and provides insights into both natural and artificial systems. The core of Computing is computer science, in which 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 are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate - able to safely use, and express themselves and develop their ideas through, information technology.

## Implementation

At Thorndon Primary school, we use the online programme Purple Mash: we chose this programme as it provided teachers and children with safe, easy to use framework. Purple Mash facilitates teachers in achieving the very best outcomes for pupils, regardless of their starting points. The scheme of work provides opportunities for pupils to cover the three strands of computing content (Online Safety, Digital Literacy and Computing Science) to ensure a spread of complimentary opportunities and skills to allow for curriculum coverage. The programme exposes pupils to a wide variety of skills, experiences and poignant real-life scenarios which supports the notion of cultural capital; providing the foundations that lead to well-rounded global citizens. Many resources provided on the programme may be utilised across the curriculum to scaffold and challenge children in other subjects.

Children log on to Purple Mash with their own individual usernames and passwords, using 2Dos to complete work so it is saved in their own folders automatically. This allows work to be reviewed and assessed by the teacher.

Computing is taught across three areas:

1. Computer Science (including coding)
2. Information Technology (including spreadsheets, data bases and music programs)
3. Digital Literacy (including on-line safety). See the on-line safety tab under 'Parents / Carers' on the website.

## Impact

Scrap books are in each class for teachers to create a snap shot of each lesson. The children are also given a quiz at the end of each topic so teachers can assess the children.

Through lesson observations and children's work, it is clear that pupils have been exposed to a range of programmes and skills through the careful planning and resources available provided by the scheme. Pupils, including those with SEND needs, enjoy their learning in computing lessons and are beginning to talk about their learning, at school and at home.