

## Stretch and Challenge

- Opportunities to use IT in cross curricular learning.
- Development of computational thinking
- High expectations supported by quality differentiation.
- Progression of skills Enrichment afternoon.
- Access to learning at home through Purplemesh.

## Resilience

- Use engaging activities which encourage participation and a growth mind set.
- Teamwork Twins and small groups support peer learning.
- Differentiated resources and targeted questions / support.
- Positive feedback and celebration of “Wonderful Work”

## Independence

- Key vocabulary / visual prompts easily accessible while learning.
- Pre-learning opportunities for children to understand key vocabulary
- Building upon prior knowledge
- Differentiated scaffold resources ( knowledge organisers, writing frames, picture prompts.).
- Use of Teamwork Twins to encourage talk and understanding

## Unique

- Target children contribute to lessons as ‘experts’.
- Use of technology to support learning in other subjects.

## Confident

- Fun and engaging challenges.
- Excellent access to variety of equipment.
- Encouragement of pair and group work
- Targeted support and use of peer coaching.
- Opportunities to share their work through digital display boards.

## First Hand Experiences

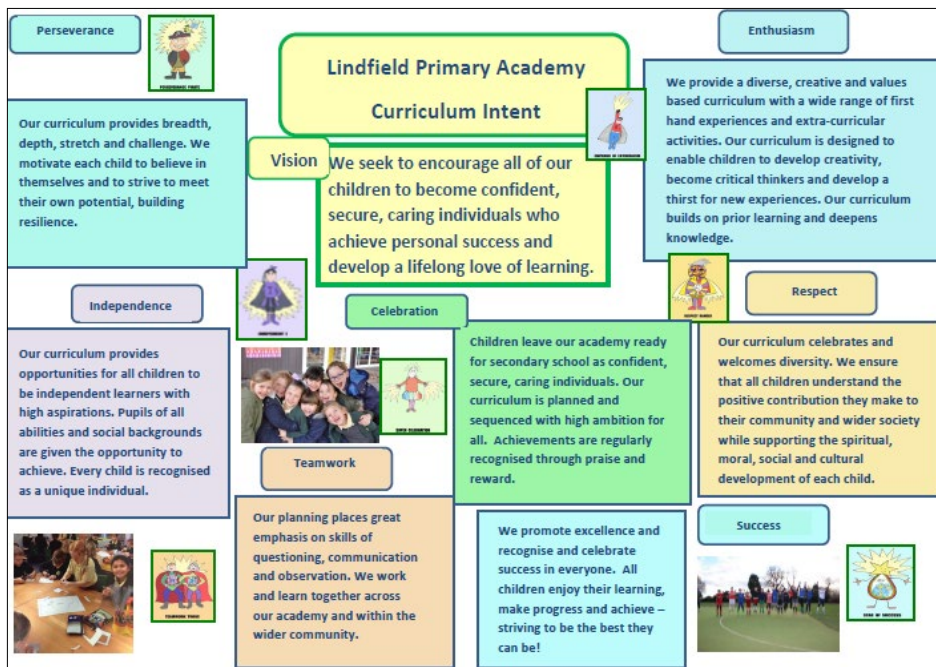
- Participation in Safer Internet Day.
- Participation in Computer Science Week.
- Practical workshops for parents
- Role model visits from people working in the industry.
- After school Tech Club
- Year 5/6 Digital Leaders

## Knowledge/Prior Learning

- Clear progression of skills which build on prior knowledge and skills.
- Regular of review of curriculum to maintain challenge and engagement.
- Use of correct computational vocabulary from the beginning.
- Regular opportunities to demonstrate knowledge and skills of other curriculum subjects through the use of technology – pupil generated purpose.
- Skills and knowledge taught prepare children for their next step in education.
- High expectations for all children.

## Diversity

- Presenting a diverse collection of influential computer scientists as positive role models.
- Enrichment opportunity for SEN / disadvantaged children.
- Identification of vulnerable pupils regarding E Safety, invite to become Digital Leaders.



## Questioning, Communication & observation

- Use of computational thinking to solve problems.
- Use of questions to pose challenges
- Digital literacy skills to communicate with others.

## Learn Together

- Paired work within class and across year groups.
- Enrichment afternoons across different year groups.
- Year group work
- Peer coaching

## Celebrate

- Sharing and celebrating work with parents at home.
- Celebration assemblies.
- Verbal and written feedback celebrating the process as well as the finished product.

## Contribution to Community and Wider Society

- Pupils learn how responsible use of technology may benefit society.
- Through digital literacy, pupils learn appropriate ways to communicate that uphold our British Values.
- Computational thinking encourages learners to consider how computer science can solve real world problems.

# Computing