

Whole School Curriculum Vision

Our rigorous, ambitious and relevant curriculum is designed to serve each child within our richly-diverse community, ensure the 'highest standards of learning for all' and prepare all children for a joyful life in the modern world.

Our commitment to the Christian faith and our six core values underpin our curriculum:

Friendship
Hope
Thankfulness
Forgiveness
Compassion
Endurance

Aspiration, Diversity and Inclusivity

Our values act as drivers for a curriculum which responds to, and embraces, an evolving community. Cranleigh welcomes more than 20 ethnicities, including a significant population of children from the Gypsy/Roma and Travellers of Irish Heritage communities, a greater than average number of children accessing the pupil premium grant, and a higher than average number of children with SEND.

The support we offer our community aims to overcome some low literacy skills, increase understanding in the power of education and ensure all minorities are celebrated. We adapt our provision accordingly, ensure we provide our children with the demanding work they both deserve and seek, and ensure all children are provided with enrichment opportunities to enable them to learn about the world around them.

Communication

We pride ourselves on our commitment to nurture and communicate effectively, and hold exceptionally high expectations of ourselves, each other and our community. Our children are empowered to use their literacy, oracy, and digital communication skills, with scaffolding and support, to purposefully share and articulate their learning with others.

Evaluation

Our reflection procedures which include subject leadership time, responsive professional learning, both summative and formal assessments, and half-termly pupil progress meetings enable us to refine our curriculum offer.

Purpose of Study

National Curriculum

A high-quality Computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and 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 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.

Development Matters (EYFS)

The Technology strand may have been removed from the updated EYFS framework, but Computing and technology are still vitally important subjects to deliver to Reception children. Not only will teaching a well-planned Computing

curriculum ensure that children enter Year 1 with a strong foundation of knowledge, but Computing lessons in the EYFS also ensure that children develop listening and problem-solving skills as well as improving subject skills across the seven areas of learning.

We live in a technological world and there is no escape from the reality that technology is integrated into the lives of young children. Just as we ensure the children in our care are ready for the adult world by teaching them Maths and English, we should also make sure that they are fluent in digital literacy and all-important online-safety.

Our Computing scheme is centred around play-based activities including taking photographs with a tablet, searching for information on the internet, playing games on the interactive whiteboard, exploring old mechanical toys, and listening to music.

The Importance of Computing

“Everybody should learn to program a computer, because it teaches you how to think.” (Steve Jobs; former CEO and creator of Apple)

“Computer science empowers students to create the world of tomorrow.” - Satya Nadella, CEO of Microsoft

Our Computing curriculum at Cranleigh C of E Primary aims to provide children with the necessary skills and knowledge to access the internet safely and effectively, . We want all children to have the opportunity to develop their digital literacy and computational thinking skills through accessing a range of hardware and software programs and devices. This allows the children to develop an ability to analyse and troubleshoot independently when faced with challenges in our ever changing digital world. By developing the children’s ability to use a wide variety of software, we are empowering them to be able to effectively use technology skills across the curriculum.

The Concepts

At Cranleigh C of E Primary we use the Teach Computing Scheme across the school. Computing at Key Stage 1 and 2 is taught through a scheduled Computing lesson each week. The skills and knowledge that children will develop ensure there is clear progression throughout the school. The teaching and learning is rigorous allowing Computing to provide excellent enrichment of the wider curriculum. Teaching and learning facilitates progression across all key stages within the strands of digital literacy, information technology and Computer Science. Children will have access to the hardware (computers, tablets, programmable equipment) and software they need to develop knowledge and skills of digital systems and their applications. Wider Curriculum links and opportunities for the safe use of digital systems are considered in wider curriculum planning. Here Computing skills will also be embedded and applied in other subjects as part of cross-curricular learning. Online safety is an integral part of the curriculum (RHE links) and for preparing children for life outside of school. This is taught as part of lessons as well as through annual events such as Internet Safety Day.

Aspiration, Diversity and Inclusivity

Our aspirations in our Computing curriculum at Cranleigh C of E Primary School can be seen in our high expectations of all pupils, through the Computing curriculum they study, the technology they use, and the opportunity they are given to showcase and evaluate their work and that of their peers. This enables all children to consistently improve their skills in relation to a multitude of programmes and software. We recognise the diverse community at our school and, as such, make sure all pupils are given opportunities to develop their interests throughout the curriculum. These are supported through the availability of a wide range of quality resources which are used to support children’s confidence in the use of different software. Extra-curricular opportunities allow children to pursue their own interests and ensures Computing has a high profile within the school. We ensure our curriculum is inclusive for all pupils including those with a range of needs. This is enabled through high quality teaching which includes explicit instruction, modelling, adaptations and the creation of an environment where children can succeed in exploring both the hardware and software available to them.

Communication

Our Computing curriculum enables all children to take a practical and independent role in using, creating and evaluating the use of technology. We use Teach Computing to ensure that all lessons are progressive and build on substantive knowledge across each year group. Children actively engage in sessions and are encouraged to share ideas and opinions about the skills they have been developing. We want all children to leave Cranleigh C of E Primary able to

confidently use a wide range of technology and be able to make well informed decisions when using software in today's society.

Evaluation

When our children leave Cranleigh C of E Primary School, our children will be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school; have a secure and comprehensive knowledge of the implications of technology and digital systems (this is important in a society where technologies and trends are rapidly evolving); and have developed Computing skills that ensure they leave primary school computer literate and ready for the modern world.

