SUBJECT OVERVIEW: Computing and E-Safety

INTENT: What we want to achieve	**IMPLEMENTATION:** How we will achieve it	**IMPACT:** What the outcome will be
• We intend to deliver a Purple Mash and CEOP and NSPCC computing curriculum that prepares pupils to assess risk, report and live safely in an increasingly digital society where pupils can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems. • At SEIS we intend to provide an interesting, progressive computing curriculum, which will develop an understanding of the technology around us, how to use it and enthuse children to create their own computer generated presentations and/or code. • We intend to allow children to continually develop their computing skills. It is our intention to allow every learner to develop their skills at their own pace. We intend to provide support and extension opportunities. • Computing, in general, is a significant part of everyone's daily life and children should be at the forefront of new technology, with a thirst for learning what is out there. We aim to provide a wealth of learning opportunities and transferable skills explicitly within the Computing lesson and across other curriculum subjects using up to date resources.	• The Purple Mash SoW and CEOP/NSPCC guidance will form our curriculum. A scheme, which follows NC. Teaching and learning will facilitate progression across all year groups from EYFS to Year 2 within the strands of digital literacy, information technology and computer science. Computing skills are revisited, refined and built on from EYFS to Year 2 and within each year group. E.g. themes in Year 1 are revisited in Year 2. • Computing is timetabled throughout the school and explored in other curriculum areas. • We will give children the opportunity to explore and respond to key issues such as digital communication, cyber-bullying, online safety, gaming, security, and social media. • We will show the importance of online safety through displays within the learning environment using CEOP ideas/ resources. Pupils will be taught to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. • Wider Curriculum links and opportunities for the safe use of digital systems are considered in wider curriculum planning.	• Children will (have the comprehensive age appropriate online education) be their own online filter; knowing how to spot dangerous/worrying situations and know how to report worries. Children will be familiar with SEIS Online Safety Rules and CEOP rules in order to make good decisions about the online world. They will know what PEGI ratings are and when/how they should go online. They will know about the safety needs regarding sharing info/images. They will be stranger aware online. They will be digitally literate and able to join the rest of the world on its digital platform. They will be equipped, not only with the skills and knowledge to use technology effectively and for their own benefit, but more importantly – safely. **Keeping children safe online is a priority at SEIS.** • Children will be confident users of technology, able to use it to accomplish a wide variety of goals, and/or where appropriate extended their skills/knowledge, both at home and in school.

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• It is our intention to enable children to find, explore, analyse, exchange and present information. Computing skills are a major factor in enabling children to be confident, creative and independent learners and it is our intention that children have every opportunity available to allow them to achieve this. • We intend to deliver a Purple Mash based computing curriculum that develops pupil's learning and results in the acquisition of knowledge of the world around them. A curriculum that ensures all pupils can understand and apply the fundamental principles and concepts of computer science, including logic, algorithms and data representation can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems. ALSO SEE: Golden Threads "Our Curriculum Engage, Enquire, Explore." Computing SEIS EYFS - Yr 2 Graphic. Purple Mash Road Map EYFS – Yr 2.	• As well as opportunities underpinned within the scheme of work, children will also spend time further exploring the key issues associated with online safety through CEOP and NSPCC resources lessons, circle times and whole school assemblies. Opportunities to **talk** about online safety/worries are provided. • Safer Internet Day is used to raise pupil and parent/carer Online Safety knowledge (February). • We will inform parents/carers when issues relating to online safety arise and further information/support is provided if required. We have a dedicated Online Safety webpage with a wealth of information on being Cyber Smart and use Parent Mail to advertise online safety events/news. A bulletin will go to parents each term about in-school Online Safety learning. NOS updates will be shared with staff and families weekly. • We carefully follow the Purple Mash Curriculum, covering all units set out in the KS1 SOW. We will deliver the progressive lessons and use the extension activities/recap resources, where needed, within every unit of learning. We will assess progress via a school-devised assessment, which follows purple mash outcomes, and use this assessment to inform and adapt planning. • Mini Mash is available every week to build skills and knowledge for EYFS. It will be accessible via tablets and the class touchscreen. • The Curriculum coordinator uses the overview tool on Purple Mash to track Curriculum coverage, achievement, opportunities for deeper learning and areas for development. Progress and attainment monitored termly, and feedback given to all year groups/classes via walks, informal talks and the SEIS Purple Mash unit feedback forms/audit forms.	• Parents/carers will know about the school's Online Safety learning and where to find support information and resources. • Children will present information in a variety of ways – flow diagrams, databases, infographics/posters, charts/graphs, games (code), algorithms, quizzes, email, spreadsheets, text (word processing), music scores. • Children will store, retrieve, adapt, sort, organise, present and edit digital content. They will make predictions and fix problems. They will be able to talk through programs (sequences/events). • Children will have a secure knowledge of the implications of technology and digital systems. This is important in a society where technologies and software are rapidly evolving. • They will be able to apply the values of democracy, tolerance, mutual respect, rule of law when using digital systems. They will be able to apply Netiquette rules and know how to behave responsibly online. They understand Cyberbullying and know how to protect against it and/or report it. • Children will create code, make predictions, debug, adapt and improve code/program.

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	• The coordinator delivers termly CEOP whole school assemblies (NSPCC Online Training Cert). • The coordinator will monitor all aspects of the curriculum and check SoW coverage and success; using learning walks, staff meetings, email check- ups and/or audits of year group planning documents in Computing and E-Safety. Software, hardware and training will be adjusted according to feedback to ensure delivery of an appropriate, functioning, successful curriculum. • We will ensure regular access to resources, which aid in the acquisition of skills and knowledge. Children will have access to the hardware (computers, Chromebooks, tablets, programmable equipment/robots) and 2 Simple/image capture software (webcams and tablets) that they need to develop knowledge and skills of digital systems and their applications. At SEIS pupils will learn to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. They will be taught to create and debug simple programs and use logical reasoning to predict the behaviour of simple programs. They will be shown how to use a range of technology purposefully to create, organise, store, manipulate and retrieve digital content as well as recognise common uses of information technology beyond school. • The IT Technician is always accessible via a ticketing system and hardware/software issues will be tracked and actioned.	

See Purple Mash Progression Maps and CEOP Unit planning.

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National Online Safety (NOS) and NSPCC resources used throughout our curriculum.
We follow AND build on the Purple Mash SOW.

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