

# COMPUTING

## William Hulme's Grammar School (Primary Phase)



William Hulme's Grammar School  
The best in everyone™  
Part of United Learning

Computing at William Hulme's is about equipping children with the knowledge and skills to become masters of technology, fostering creativity and problem-solving skills that they can apply in real-life situations. They will learn to use technology positively, responsibly and safely, in preparation for a world where technology plays a pivotal role. We want children to discover the full potential of technology, for both good and harm, to be able to make informed choices about their use of technology and enable them to participate safely in both online and offline communities.

Teachers **model** what is expected from children using Rosenshine principles of I do, we do, you do so that children have a clear understanding of new skills and approaches with different types of technology.

Talk partners are used to help children articulate key concepts and provide a safe space for discussion, particularly around e-safety. Talk partner discussions are used to reflect on and evaluate final outcomes.

Teachers prioritise practical activities where all children are given the opportunity to use technology to immerse themselves in the learning. Evidence is gathered in the form of digital scrapbooks and class mind maps for each unit.

Lessons are planned sequentially, with a clear rationale, using the Teach Computing Scheme as a basis. This scheme builds on skills and prior knowledge of particular programmes, apps and types of technology, so that children can continually improve.

Contextual Tier 2 and 3 vocabulary is identified in planning, taught explicitly and explored throughout.

Every lesson includes an e-safety starter where children can regularly review, discuss and ask questions about this crucial part of the curriculum.

Previously taught **skills** are revisited regularly and applied in various learning contexts. This includes in other curriculum subjects where technology can be used to enhance the learning experience.

Vertical concepts are used to help children make links between topics and across year groups.

KS2 children are given extra-curricular opportunities in the form of Code Club

Tasks are **scaffolded** to ensure the curriculum is ambitious for all.

### Computing

**Outcome: Well-informed, responsible and confident users of technology**