



Curriculum Intent for ICT

Vision:

Building a Hopeful Future through Kindness, Learning and Trust

At Kirkby la Thorpe, we strive to ensure that each person is empowered to flourish and contribute positively to society. We seek to equip our pupils with the knowledge, skills and qualities necessary to navigate the complexities of our world, rooting this in Christian love.

We are inspired by the life of St Thomas in all that we do so that we can:

Be Positive and Active Citizens: We strive for our pupils to communicate clearly, embracing tolerance and respect for the diverse beliefs and aspirations of others.

Be Curious and Independent Members of Society: We encourage curiosity and a thirst for knowledge, instilling a longing for justice and an empathy for those in need.

Have Confidence and Perseverance: Through trusting each other, we empower everyone to embrace challenges with confidence and perseverance, striving to achieve their full potential in all aspects of life so that they can be the best that they can be.

Have the Courage to Respectfully Challenge: We foster an environment where respectful dialogue and critical thinking are encouraged, empowering pupils to voice their opinions with courage and integrity so they can **build** a better future.

Know their heritage: We cultivate an appreciation for both local and national heritage, helping pupils understand their roots and identity within the broader context of history so that they have a sense of where they are from.

<p>Kindness</p> <p>Showing respect to technology, new and old.</p> <p>Being kind to people you may meet online.</p> <p>Appreciating other people's designs or apps.</p>	<p>Learning</p> <p>Sharing projects and apps with others.</p> <p>Receiving feedback on your projects and apps.</p> <p>Being a responsible digital citizen and showing respect in all aspects of online life.</p>	<p>Trust</p> <p>Being accountable for things you put online.</p> <p>Engaging with educational games that teach math, science, or language skills, trusting that the games will be both fun and educational.</p> <p>By regularly engaging with and relying on these ICT tools and platforms, children demonstrate their trust in the technology, expecting it to be reliable, safe, and beneficial to their learning and communication needs.</p>
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Intent	Implementation	Impact
<p>We intend that our ICT curriculum will:</p> <p>Our vision is for every child at Kirkby la Thorpe to have a world-leading computing education and we firmly believe that setting young people up for success begins with laying the right foundations during primary education. We believe that children need to be confident to tinker and work things out and be given the opportunities to explore a range of unplugged activities, devices, software, applications and physical computing. We acknowledge that technological devices and software are an integral part of everyday life and that society is becoming more and more reliant on technology to guide, innovate and develop practice in many sectors of</p>	<p>Curriculum Content</p> <p>At KLT, Teach Computing is used to deliver our ICT curriculum alongside Barefoot and Project Evolve. The units in Teach Computing for key stages 1 and 2 are based on a spiral curriculum and pupils revisit each theme through a new unit that consolidates and builds on prior learning within that theme. This is a clear and effective scheme of work that provides coverage in line with the National Curriculum. There are four primary themes that are covered in Teach Computing:</p> <ul style="list-style-type: none"> • Computing systems and networks, • Programming, • Data and Information and • Creating Media 	<p>By the time pupils leave Kirkby la Thorpe at the end of Y6, they will:</p> <p>Our approach to the curriculum results in a relevant, engaging, and high-quality computing education. The quality of children's learning will be evidenced in online folders and portfolios including Google Classroom, Scratch, and Seesaw. Evidence such as this, is used to feed into teachers' future planning and are able to revisit misconceptions and knowledge gaps in computing. By the end of Year 6 at Kirkby la Thorpe Primary, pupils should feel confident</p>

<p>work, education, and daily life. We recognise the importance of teaching online safety, as it is essential to ensure that children are enabled to begin to make sensible and educated decisions about their technology use as they get older. Online safety is taught in discreet ICT lessons as well as in PHSE lessons using a wide variety of resources including Barefoot, Project Evolve and Google's Be Internet Legends. Whilst we recognise that high-quality teaching remains the number one priority, we also recognise the importance of preserving the breadth of the curriculum while protecting its core, so young people get a rich experience which will help them develop their own identity and grow into informed, active citizens, with a sense of agency on computing matters.</p>	<p>Teaching and learning facilitates progression across all key stages within the above themes. Children have access to various resources which aid in the acquisition of skills and knowledge. Children also have access to the hardware (laptops, iPads and programmable equipment) and software that they need to develop knowledge and skills of digital systems and their applications. Using Project Evolve and Google's Be Internet Legends, children have the opportunity to explore and respond to key issues such as digital communication, self-image and identity, cyberbullying, online safety, security, plagiarism and social media.</p> <p>Assessment is built into the programme and can be gathered in a number of effective ways, including: discussions, formative and summative assessments.</p>	<p>in using a range of technology. They should have a sound knowledge of up to date technologies and how they can be used to enhance their own learning. Pupils should be able to recognise how to keep themselves safe online, and they should understand the importance of being a kind and tolerant digital citizen.</p>
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Research links

Royal Society After the reboot: computing education in schools, 2017

Computing is essential for equipping students with the skills needed for a digital world. It prepares them for future careers, many of which may not exist yet, and ensures they have a well-rounded understanding of technology. The Royal Society emphasizes that all young people should have the opportunity to study computing to prepare for a digital future.

Teach Computing

Our vision is for every child in every school in England to have a world-leading computing education. We continually evaluate the impact that our programmes, services and resources are having on improving the quality of teaching computing in schools, and the learning experience for young people.

OFSTED, Research review series: computing, 2022

Pupils' development of early computing knowledge is important. Grover, Pea and Cooper have suggested that:

"Learners' success in future engagement with computing will depend on how well introductory curricula prepare them in both the cognitive and affective dimensions of computational learning".

Making computing education more equitable, Shukri Mohamed

PhD student, School of Education, Communication & Society, King's College London, 2023

"In our world that keeps getting more technological, computational thinking has become a fundamental skill with equal importance to reading, writing and maths" (Wing, 2009).