Computing on a page

Subject intent To prepare all our children to use computational thinking and creativity to understand and change the world in which we live, and equip them with the skills for jobs that may not exist yet. Our curriculum ensures all children can understand the principles of computer science, analyse problems in computational terms, evaluate and apply information technology analytically to solve problems. This enables children to be responsible, competent, confident and creative users of information and communication technology, who are passionate about Computing education and Computing as a discipline.

If you were to walk into a computing lesson at Esher Church School you would see: Children building lifelong skills in computing and communication, supported by the latest technology such as individual Chromebooks and iPads. Skills being attained would often be related to coding and programming, as well as multimedia apps and skills across the curriculum, and would be supported by the use of a coherent and progressive scheme of work through the Teach Computing Curriculum (as of 2024-25). You would also see children observing the SMART rules to stay safe online and confidently utilising the internet to help them achieve their goals.

Successes in 2022-2023

- Further roll-out of new equipment to boost children's access to the internet/coding apps – Chromebooks, enough for one per child
- Introduction of new Senso software to further enhance safeguarding procedures to keep children safe online.
- Online Safety staff meeting CPD run by Alex Munro to ensure staff have up to date knowledge of challenges & dangers in an increasingly online world
- School's online presence has been hugely increased through redevelopment of the website & more detailed newsletter via Sway
- Introduction of "Digital Leaders" (children) to promote the importance of online safety to their peers.

Pupil Premium, British Values, challenge and SEND (implementation)

- Curriculum work is progressive, allowing advanced coding and programming skills to be taught across the school and challenge for all.
- Rule of law – following rules and procedures to stay safe online.
- Mutual respect

Priorities for 2023-2024

- Trial and begin to implement Teach Computing Curriculum across school to ensure robust progression of skills & knowledge- aiming for full implementation by Sep 2024
- Improve use of physical computing devices eg micro:bits (in school) and crumble kits (will need to loan) as part of the TCC, providing real world context for coding on screen.
- Host Online Safety workshop for parents with Online Safety Lead to encourage work as a team & transparency between home & school about online safety issues

Parental engagement (implementation)

- All parents to be invited to attend Online Safety workshop led by Computing leader to address current trends and to give practical tips to stay safe online.
- Parental engagement with online homework through use of TT Rockstars, Spellzone, Learning by Questions (Y6) & Google Classroom (in UKS2)
- Safer Internet Day promoted both in school and at home – Online Safety Week highlighted at school.
- Improved online communication with parents – see "successes" box above.

Monitoring, observation and validation, including pupil voice considering progression (impact)

- Pupil Council collate and share views from all classes.
- Parental engagement with online safety workshop to be monitored
- Children's and parent's responses to online safety issues to be logged using CPOMS and inappropriate responses/conduct followed up by online safety leader or SLT
- More robust assessment to be completed with rollout of Teach Computing curriculum and summative assessments at end of each unit
- When TCC implemented use staff/pupil surveys to ascertain possible ways of improving the computing provision

Professional development opportunities

- All staff to be significantly upskilled, supported by Computing lead, with the introduction of Teach Computing Curriculum and its teacher information documents/CPD videos and resources