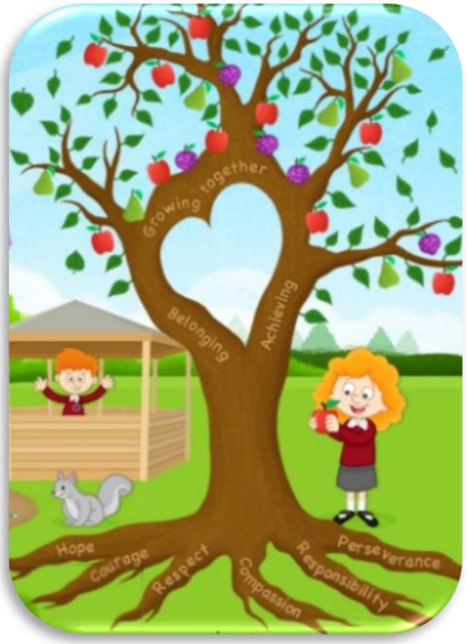
Court de Wyck

Computing Culture Document

Nurturing • Inspiring • Flourishing

Growing Together, Belonging and Achieving



I can use computing skills…

'The computer was born to solve problems that did not exist before.' Bill Gates

I am inspired. I can confidently state how to safety use computing technology. I can understand potential dangers of working online and know how to keep myself safe. I can code and programme different games and quizzes through a range of different apps. I can use processing apps such as Word, Powerpoint and Excel to present data and information in different ways. I can create vibrant and exciting digital art using apps such as Paint 3D. I can research and find out more about different topics to support my learning and can determine which websites will give me the most reliable and accurate information. I can look back and see how digital technology has changed over time and predict how it could potentially change in the future.

Inspire

'We can do things that we never could before and computers make that world even more believable.' Nick Park

At Court de Wyck, our computing curriculum is exciting, engaging and interesting. In an everchanging world, a strong knowledge of digital technology will help children progress in their future lives. They will know how digital technology can support them, as well as being able to use it to create art, present information and data and find out more about topics of interest. As well as our specific computing lessons, children will have the opportunity to use digital technology in their wider cross-curricular learning. For example, to play times tables games to improve their fluency, to research topics in History or Geography and to find interesting texts and ideas to improve creative writing in English.

Key concept of History at Court de Wyck

'Computers themselves, and software yet to be developed, will revolutionize the way we learn.' Steve Jobs

Our computing curriculum at Court de Wyck is run on a two year cycle to ensure all key concepts are taught to the children. Key aspects of our computing curriculum include: coding, programming, digital art, research, word processing, creating presentations and posters, data tracking, 3d modelling and film making. Children will have the opportunity to explore and engage in these topics using the IT suite and our new bank of iPads. Children will also be taught the importance of online safety and how to keep themselves secure and safe, both at school and at home. Through our computing curriculum, we shall educate them on how IT technology continues to develop and grow and how they can grow with it in an everchanging world.

Teaching and Learning

'One child, one teacher, one book and one pen can change the world.' Malala Yousafzai

At Court de Wyck, we explicitly teach pupils how to organise and effectively manage their learning independently. Opportunities are consistently given to revisit content and retrieve previous learning. Challenge is crucial to allow learners to develop and progress their knowledge of tasks, strategies and of themselves as learners. Effective explaining and modelling creates self-regulated learners who are aware of their strengths and weaknesses, and can motivate themselves to engage, improve and learn.

- Scaffolding with live modelling
- Flexible grouping and adaptive teaching
- Culture of high expectations for all learners
- Building on prior knowledge - revisit and revise
- Language development– metacognitive talk
- Growth mindset strategies modelled and taught.
- Worked examples.
- Explicit instruction
- Misconceptions addressed.
- Walkthrus
- Every teacher is a teacher of SEND.