COMPUTING at DULWICH WOOD

Curriculum

Children at Dulwich Wood will...

- Learn how to keep themselves safe online through discussions, assemblies and workshops.
- Be able to record sound using podcasting equipment.
- Create movies using Moviemaker and ZU3D.
- Learn to code for a purpose, including using Beebot, Flowol and Fusion.
- Become confident in using different devices for different purposes, including iPads, laptops and Chromebooks.
- Leave school with the confidence to use Office and google docs to present and organise their learning.
- Use technology such as data loggers and digital microscopes in other areas of the curriculum.

Intent

At Dulwich Wood, we recognise that technology is forever changing the world that we live; by the time children leave us, we want them to be confident digital citizens.

Technology plays a major part in our life and it is vital that children understand how to keep themselves safe online. Children also need to be aware of how they can use technology for different purposes. Our computing curriculum provides a wealth of learning opportunities and transferable skills.

We want children have the opportunity to use technology to enhance their learning in all subjects as well as learn Computer Science discreetly.

Implementation

- Computing at Dulwich Wood is taught via focused computing sessions taught in the computing suite.
- Teachers aim to embed computing throughout all areas of learning.
- E-safety is an important aspect of the computing curriculum and teachers are encouraged to make links to promote e-safety throughout all learning.
- Every year group has a project that focuses on a specific area and skill set in computing.
- We have developed our own computing progression map that is used to ensure coverage and progression. Staff have regular training sessions to keep up to date with the latest technology.

Making Links

Impact

Our goal for a successful computing curriculum is that it's visible throughout the school and that computing learning opportunities are planned for throughout the curriculum, and that children become digitally literate – able to use, express themselves and develop ideas through different technological platforms.