



BROOK INFANT SCHOOL
AND NURSERY

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Computing Intent

At Brook Infant School, whenever we touch computing in our curriculum, we always begin with the question 'How can technology help us?'. This is because we are aware that many of our young children have access to a lot of modern technology, but they are not always understanding of when it is good to use technology and when it is not so good. We then help them to make decisions about when to use technology across the whole curriculum.

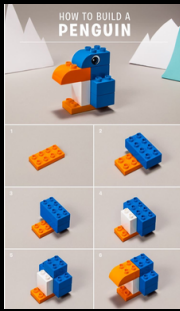
We have committed to always ask the question 'How can we keep ourselves safe online?' as this is so important to our safeguarding and our children's ability to thrive.

In the background of this, is our hands on and connected approach to learning and we endeavour to make the abstract nature of algorithms more concrete through the use of practical and physical games and hands on experiences. This is also supported with our cross curriculum approach as we can then be using our computing learning to support other curriculum subjects. We approach computing in a truly cross curriculum manner.

Our progression is developed through this intent as this structure provides the progression, along with our own professional judgement of the questions we need to ask the children at each point. As progress is made, less time needs to be spent on the grounding questions and we can spend time going deeper with the technology.

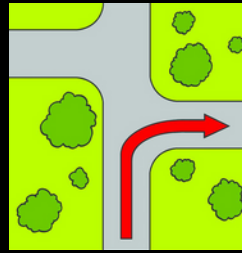
FEBRUARY 2021

Coding



HOW CAN I COMPLETE AND EXPLAIN A SIMPLE INSTRUCTIONAL TASK?

- How do we sequence the task?
- How can we describe the positions?
- How can I be specific with my instructions?



CAN SOMEONE FOLLOW YOUR INSTRUCTIONS? WHY/WHY NOT?

- Why did or didn't it work?
- What has to change a to make it work?
- How can we use precise and unambiguous instructions?



HOW CAN I PROGRAMME A DIGITAL DEVICE?

- What is an algorithm?
- How can we begin to record our algorithms?



HOW CAN I USE MY PRACTICAL EXPERIENCE TO PREDICT, EVALUATE AND REASON AROUND THE ALGORITHMS?

- Can we predict where it will end up?
- Will it go where we intend? Why?
- What needs to change?
- How can we 'debug' our algorithms?



WE WILL ALWAYS ASK:

- What positional language do we need for this task?
- What specific language do we need for this task?
- Can someone follow your instructions?



OUR PROMISE IS THAT OUR CHILDREN WILL LEARN ABOUT:

- Using Code-a-pillars (EYFS)
- Using Beebots (EYFS and KS1).
- Using Coding Apps, such as CodeKarts.
- Using Spheros (Year Two).

Wider Technology



WHAT TECHNOLOGY DO WE USE AND HAVE AROUND?

- What technology do you know and can name?
- What is the difference between hardware and software?



HOW CAN WE USE TECHNOLOGY TO PURPOSEFULLY CREATE WORK?

- Which software allows you to showcase your work the best?
- How can we develop our keyboard, mouse and drag and drop skills?



HOW CAN WE USE TECHNOLOGY TO MANIPULATE OUR WORK AND IMPROVE OUR PRESENTATION SKILLS?

- How does technology help us with the editing process?
- How can you improve the layout and look of your work?
- How can you sequence your work to give the best effect?



HOW CAN WE SUCCESSFULLY STORE AND RETRIEVE DIGITAL CONTENT?

- Where can we save our work?
- How will we be able to find it again?
- How should we name our work
- Does the name we choose matter?
- Can we retrieve our work?



WE WILL ALWAYS ASK:

- What is the best technology to use for this task? Why?
- What is the purpose for using this technology?
- Does technology enable us to demonstrate independence?
- How does my use of technology enhance my learning?



OUR PROMISE IS THAT OUR CHILDREN WILL LEARN ABOUT:

- Using graphics software.
- Using publishing software.
- Using film software.
- Using learning platforms.