**Computing Curriculum 2021-22**

The Computing leader revised the long term plan to follow the NCCE planning in autumn 2020.

At Ashfield, we use the NCCE planning as it is developed and created by subject experts, based on the latest pedagogical research and teacher feedback. It also provides an innovative progression framework where computing content (concepts, knowledge, skills, and objectives) has been organised into interconnected networks known as learning graphs. The primary Teach Computing Curriculum is a spiral curriculum, which means topics like programming are taught every year for 6 to 12 weeks to enable deep and thorough understanding.

During the Lockdown and bubble closures, class teachers set daily tasks and assignments via Google Classroom in all classes, from Nursery to Year 6. Google Meet online lessons and meetups were also held on a regular basis, which resulted in increased and confident use of technology. Chromebooks were made available for those pupils who did not have access at home.

We were fortunate as a school to obtain a further class set of Chromebooks through donations, charities and DoE allocation. This has allowed up to 90 devices, made up of windows laptops and Chromebooks to be available for class use. This is in addition to the 20 desktop machines in the ICT suite.

Chromebooks and laptops have seen a greater use across the curriculum in most subjects, resulting in an increase in confidence by pupils in using the devices, allowing pupils to focus on complex tasks without also having to learn how to use the device.

Teachers have been provided with details of online sessions focusing on their particular year group and best practice implementation of the NCCE curriculum for those less confident.

Teachers have also been provided with NCCE recovery resources which focus on specific areas that are relevant in Year 6 to ensure a grounding in programming.
Particular topics such as the Year 3 unit ‘Sequence in music’, the Year 4 unit ‘Repetition in shapes’, and the Year 5 unit ‘Selection in quizzes’ cover the required concepts, regardless of year group assignment ensuring those pupils moving up next year will have covered the essential areas required higher up school. These are available at the [teachcomputing.org](https://teachcomputing.org/recovery-resources) website.

In KS1, a focus on algorithms and sequencing is being followed using the Barefoot computing resources, starting in Nursery and going through to Year 2. As these can be followed without access to a computer, they can be incorporated into other subjects such as PE or Maths.

An after school Code Club is also running to allow pupils the chance to further develop their programming skills.