COMPUTING AT MEIR HEATH

What a lesson looks like...

- Key computing vocabulary
- Retrieval Questions
- 'When I grow up'
- Main teach (modelling and opportunities for group/pair work)
- Pupil independent task
- Computing challenges.
- Coding challenges through Code.org

Assessment

- Opportunities to leave voicenote or interactive teaching slides throughout the lesson.
- Exit questions relating to the learning objectives and national curriculum aims.
- Monitoring and assessment checks through Code.org
- Thoughtful questions used throughout lessons and cross curicular links made.

Challenge

- Computing challenges to push pupils .
- Questions to enagage transferable life skills.
- Code.org challenges e.g debugging.

Computing in EYFS

- Introduction to E-safety e.g. screen time and staying safe online.

Computer Science

- Coding
- Computer networks
- Programming
- Input and Output

Information Technology

- Presenting data and information
- Using search technologies
- Using a variety of software: e.g. numbers, garage band and freeform

E-safety

- 1 lesson per half term with a new focus each time from Reception - Y6
- Year appripraite content. E.g. Y6 Internet safety/ communicating online.

CPD

- CORE 5 Termly Computing trust CPD
- Staff meetings CPD
- Opportunities to achieve Adobe ceritfication.

Cross Curricular Learning

- Science (computer science, coding, using formulas, input and output)
- Maths (Using formulas, input and output, coding, presenting data)
- English (Information technology: creating posters other digtial content)
- Art (creating digital art and 3D designs)
- Design and Technology (Product creation and design, coding)

Cultural Capital

- Use of iPads in school throughout each subject.
- Accessible learning through technology.

MEIR HEATH ACADEMY
learning since 1967