Computing

At Wootton Bassett Infants we recognise that computing is an integral part of the National Curriculum and is a key skill for everyday life. Pupils are entitled to quality hardware and software and a structured and progressive approach to the learning of the skills needed to enable them to use computing effectively.

Computational Thinking is at the heart of our computing curriculum as we believe that the children will only be ready for this subject if we provide them with foundational experiences.

The computing curriculum begins in the Foundation stage where children build up and understanding of technology through play and real-world contexts. This 'Computational Thinking' forms the basis of their computing skills that they can use in everyday life. The problem solving of Computational Thinking closely aligns with the Characteristics of Effective Learning. The children also have opportunities to use a range of digital technologies both playfully and collaboratively.

In KS1 the children continue to use technology to support their learning across the curriculum such as in English, Phonics and Maths. Year 1 and Year 2 deliver a mixture of sole and cross-curricular computing lessons each term, which cover all areas of the curriculum. The computing curriculum has recently developed further with a new scheme having been introduced, which the children can access at school and at home.

The school currently has the following resources available: Chromebooks, floor robots and mats, class iPads, Apple TVs, Interactive screens, action camera, online software (Purple Mash). These resources are now available for all year groups to access and are beginning to be used effectively.

We use Purple Mash to teach Computing. It is a progressive scheme covering Computer Science, Information Technology and Digital Literacy. Each year group has six dedicated computing units per academic year.

In addition to the above scheme, we also use an e-safety scheme from 'South West Grid for Learning'. The children also take part in an e-safety assembly and Safer Internet Day.

The children have access to online software including Doodle Maths, Letter Join, Purple Mash and a selection of online reading libraries.