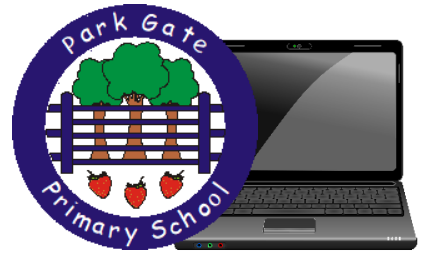**Park Gate Computing Curriculum**

Computing at Park Gate Primary School is all about developing digitally literate citizens who are able to communicate their ideas through information and communication technology. We aim to equip our children with a range of skills that enable them to be resilient users of technology in our ever changing digital world. Who knows which technologies will underpin the future career choices of our children?

We have designed our curriculum in a stimulating way to enable children to become confident and capable users of a wide range of systems and devices. At the core of our learning is 'computer science' in which pupils are taught the fundamental skills needed to build algorithms to accomplish specific goals and are introduced to how systems work e.g. the internet and email services. 'Digital literacy' is embedded across all subjects which allows the children to purposefully collect, analyse, evaluate and present data and information. Through our 'SAFE' and 'SMART' approaches to e-safety we ensure that we equip the children with the skills they will need to navigate their way safely and responsibly through the internet.

Now immerse yourself in our digital world by taking a journey through the exciting computing curriculum during a term at Park Gate Primary School…

Step into Early Years and you will see children exploring their world through technology. They demonstrate their knowledge and experience of technology through role play; pretending to call friends on a telephone, singing into a pretend microphone or turning a cardboard box into a laptop! The children have access to a range of technology such as the interactive whiteboard, desktops, I-pads, robots and recordable devices.

Wander up the corridor into Year 1 where you will observe the children developing their independence in accessing technology and applying the 'SAFE' approach to e-safety through their research into The Great Fire of London.

A few steps away in Year 2 we are developing programmers of the future as they get to grips with 'Blue-Bot' robots and create and edit algorithms to navigate their robot along a specific pathway linking in with their learning on habitats.

As you walk over to Key Stage 2 you will see our laptop trolleys which enable us to teach computing flexibly as the laptops can be taken to classrooms for a whole class or small groups to use. Alongside the laptops we have trollies of i-pads which have a wide range of age appropriate apps to enhance learning.

When visiting Year 3 stop motion is used to create a book-inspired animation.

In Year 4, the children create PowerPoints to present their knowledge of the Romans and continue to build on their SCRATCH programming skills.

Travel over to Year 5 where you will be transported across the Atlantic Ocean to the land of opposites – Arizona – via our Hollywood inspired green screen technology! You will be treated to an interactive tour of the Grand Canyon as the children use Scratch coding to create a multimedia geographical guide of how this wonder of the world was formed.

Hurry over to Year 6 and surround yourself in the colourful, carnival life of Brazil! Here the children safely develop their internet skills to research the contrasting cities and rainforests of Brazil to produce stunning PowerPoints or observe their growing knowledge of Crumble technology through the application to moving fairground rides.

As you can see, through this snapshot of our curriculum, children leave Park Gate with a love of technology and valuable skills for life.

If you would like to find out more please read our Long Term Curriculum Maps.

The Subject Leaders for Computing are Mr Donnelly and Mrs Cassell.