St Peter's CE Middle School

Computing Vision and Intent

By the end of year eight, students will be able to retain information on the component parts of central processing units and other elements of input and output devices. Students will have the skills in computer programming language and be able to demonstrate those skills through the application of game development and the more complex algorithms that is used in advanced programming techniques. Students will have developed a historical knowledge of computers in knowing who the pioneers were that helped to drive technology forward. Students will gain knowledge on the importance of technology, and evaluate how it has shaped the modern world.

	Make Connections	Self Manage / Independence	Challenge / High Expectations	Creativity	Problem Solving / Resilience
Aspire, Believe	We plan so that: • The students are equipped with transferable skills for future learning. • All three main areas of computing are incorporated: Information Technology, Computer Science and Digital Literacy.	We plan so that: • Students have opportunities to showcase programming skills during formative and summative assessment. • Students are challenged with independent research projects and presentations.	We plan so that: • Students are challenged on areas such as creative game making, an understaning of the CPU and algorithim knowledge.	We plan so that: • Students are given the oportunity to showcase their creative skills through creative game making and application development. • Studentscan develop their programming skills through using several software programmes.	We plan so that: • Students have regular opportunities to think, enquire and find their own solutions. • Students are encourage to develop resilience in learning in a learning environment in which children feel safe to make mistakes and are reflective
Grow	We provide opportunities to: • Make links between computing and the wider world. • • Make crosscurricular links to other subjects such as Maths and Science.	We provide opportunities to: • Students to take responsibility through using their own creative ideas e.g App development and website creation. • Develop advanced computing skills such as knowing the complexities of how computers work, computational thinking and software development, using programming languages such as Python.	We provide opportunities to: • Be good role models in and out of the classroom when using computing devices. • Show how computing can have relevance in the workplace.	We provide opportunities to: • Creatively tackle problems within the school environment and beyond • Be creative through student led activities	We provide opportunities to: • Be able to improve digital literacy and develop the ability and skill to find, evaluate, utilise, share and create content using information technologies and the internet. • Independently try to solve problems before asking for help.
Achieve	• Students develop transferable skills • Students are able to collaborate • Students are confident communicators • Students are well- rounded individuals • Students make good or better than expected progress in computing and reach their expected attainment.	• Students become lifelong learners in computing • Students challenge the information they hear and read • Students understand where they are and where to go next in their learning journey in computing • Students know what they need to do to make progress in computing	• Students are proud of own achievements in computing • Students make good or better than expected progress and reach their expected attainment in computing	• Students are confident to question and think outside the box in computing • Students are well rounded - valuing creativity in computing • Students make good or better progress in computing	• Students are resilient and prepared to keep trying • Students see mistakes as opportunities, not failures in computing • Students make good or better progress as they develop resilience in computing