

Computing on a Page

Brookfield Primary School



Computing and Online Safety Non-Negotiables



Teach Computing and Project Evolve:

- Learning objectives, key vocabulary and activities to be on PowerPoint slides.
- Pupils to follow instructions within lesson and only use programs given.
- Children will save work on Seesaw or evidenced in a floor book.

Hardware and Computers:

- Computers/Laptops Pupils should log onto their year group profile or personal profile.
- Devices must be carried safely around school and returned to their trolley and plugged in after each session.
- Computers/Laptops should be turned off properly to allow updates to happen.
- Children should use their allocated device (number) whenever possible.

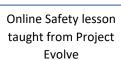
Homework:

 Computing to be available on the termly 'Homework Menus'

Assessment:

- Assessment grids are available for teachers to use to record progress across the year. The assessment grids summarise learning in Teaching Computing
- Teachers will complete knowledge assessments on Project Evolve, at the beginning and end of each term to assess knowledge and understanding in Online Safety.

Computing Lesson Design



Teacher input using PPT following Teach
Computing

Activities given

Learning recorded on Seesaw or a floor book

Refection of Learning



- Quality first teaching
- Modelled examples
- Practical examples/resources
- Pre-teaching of key concepts
- Visual aids
- Interventions to address misconceptions
- Interactive strategies (e.g., whiteboards)
- Give a 'set time' for completing work
- Opportunities to demonstrate understanding in alternative ways

- Computational thinking time
- Mixed attainment seating
- Word processing and speech to text apps available where needed.
- Key vocabulary displayed
- Coloured overlays and backgrounds on PPTs.
- Text presented clearly on all resources.
- Increased visual aids and adapted resources where possible.

Cognition and learning Communication and Language
SEMH Sensory and physical

Be the best you can be!