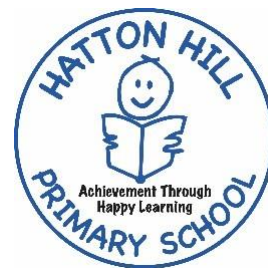


Computing Development Plan Summary: Hatton Hill Primary School



Overview

Detail	Information
Academic year that this summary covers	2023-2024
Date this summary was published	August 2024
Date this summary will be reviewed	August 2025
Name of the school Computing lead	Mr A Collins

This is a summary of how our school delivers Computing education to all our pupils across three areas – curriculum computing, extra-curricular provision and computing experiences – and what changes we are planning in future years. This information is to help pupils and parents or carers understand what our school offers and who we work with to support our pupils' computing education.

Part A: Curriculum Computing

This is about what we teach in lesson time, how much time is spent teaching computing and any computing qualifications or awards that pupils can achieve.

To read more about the provision of computing at Hatton Hill Primary School, please visit our curriculum computing page at: <https://www.hattonhill.co.uk/page/computing/111809>

- 📖 Computing is taught discretely in every year group from Year 1 to Year 6, every week.
- 📖 Nursery and Reception are introduced to element of technology throughout the year. Technology is integral to their play-based curriculum and forms string foundations on which future learning opportunities build. In the summer term, Reception children learn how to use our computing suite.
- 📖 The children build up skills and knowledge throughout their time in the school. They gain confidence in many vital areas. The children build understanding what algorithms are, create and debug simple programs through computer coding, use technology purposefully and recognise common uses of information technology beyond school. They also gain understanding of computer networks including the internet. This is all designed to make them competent and confident digital citizens who are equipped for the modern world.
- 📖 All learning is taught within the tight framework of “esafety” so they are able to access and use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about

content or contact on the internet or other online technologies. Further understanding and recognising acceptable/unacceptable behaviour, they dovetail from the real to the online world providing knowledge and support keeping safe. We use the eight areas identified in *Education for a Connected World*, to ensure thorough coverage.

- 📄 Children use computing widely in other subjects to fulfil and enhance the requirements of the curriculum.

Part B: Extra-Curricular Computing

This is about opportunities for pupils to develop their love of the computing subject, outside of lesson time, including games clubs and using computing to support learning in a fun way.

- 📄 We offer children a computer maths clubs throughout the year
- 📄 There are opportunities to explore computing through teacher led opportunities to gain general knowledge in a fun way.
- 📄 Kahoot Club remains one of our most popular extra-curricular offers
- 📄 Ozobot Club was offered to Year 6 pupils who then led staff training on how the devices can enhance learning in different areas of the curriculum, including but not limited to, coding.
- 📄 Our after-school club also access the computer suite for general interest activities.

Part C: Computing Experiences

This is about all the other computing events and opportunities that we organise, such as wider experience and visits.

- 📄 Year 5 and 6 children have had the opportunity to complete work with the Barclays Digital Eagles program.
- 📄 Use of Computing programs is integrated into the school experience. Children use maths programs for competition in school and at home (e.g. Time Table Rock Stars). Their learning is supported in reading with digital quizzes. Learning spelling is enhanced with spelling activities that support learning in a fun way.
- 📄 Children use Lego technology and BBC Microbit to learn, create and code in a tactile way that takes computing out from the screen into the real world.

- 📖 A sixth-form student worked with a pupil to build a Rubix-Cube solver which toured the classes widening children's understanding of programming opportunities. <https://www.hattonhill.co.uk/work/lego-wonder/91949>
- 📖 Year 6 visited Liverpool John Moores University where they saw how computing and technology is used to train doctors and nurses. They were able to experience a range of high-tech equipment first hand. They were also given the opportunity to consider future career choices during a 'careers' event/talk.

In the future

This is about what the school is planning for subsequent years.

In future years, our Computing Development Plan aims to achieve the following:

- 📖 Child will continue to have the opportunity to visit centres of technology and we always seek new and interesting way for children to access digital technology outside of the classroom.
- 📖 The hardware in the computing suite will be replaced.
- 📖 Staff will receive training on specific elements of computing, such as BBC Microbit.