Computing at Bilston

Learning

At Bilston we aim for all children to have an hour of computing each week. Our curriculum has been written for the needs of the children at our school. We use a combination of purple mash, teach computing, switched on and other units. We also work with squirrel learning to enhance our curriculum.

Assessment

We assess the children's work in Computing whilst observing them working during lessons. Formative assessment occurs on a lesson-by lesson basis. Summative assessment is completed each term on our new insight tracking system.

Online Safety

At Bilston we ensure staff, children and parents are all equipped with the knowledge to keep them safe online. We embedded safer internet behaviours into every day life at school. We have units taught throughout our computing curriculum which are constantly updated with new information. In year 5 and 6 we have a team of 24 children who are the school digital ambassadors, they can be recognised by their blue jackets and children can approach them at any point with online safety concerns.

At Bilston each year we take part in the international safter internet day. We also work with 360 to ensure we are up to date with any online safety matters and hold the 360-safe mark as well as the NAACE mark.

At Bilston we ensure parents are engaged with online safety by sending out online safety messages regularly, providing online safety newsletters as well as parents workshops.

Cross Curricular

At Bilston we believe that computing should be embedded across the curriculum enabling children to develop their skills in many forms and in different subjects. Computing is a vital tool for learning and should be creative and productive enabling all learners to excel and succeed. We believe that our engaging and motivating computing curriculum will allow our learners to become digitally literate for lifelong learning in our modern world.

Our Aims

- To develop computing capabilities
- To use computing effectively for a range of purposes
- To apply software and hardware for creative uses
- To ensure they are safe users of the internet and technological devices
- To ensure children use technology for a variety of uses
- To ensure they think of their 5 a day computing rules
- To have health attitudes towards computing and the value it brings them