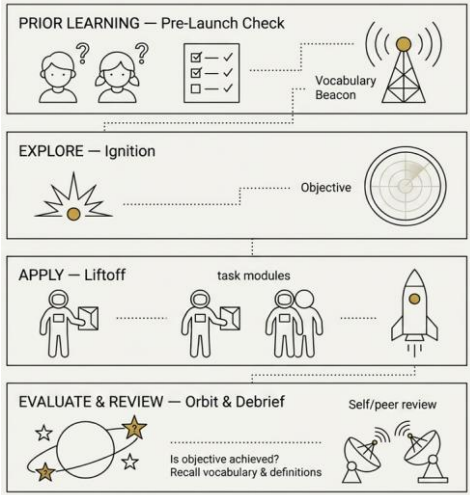




Computing on a Page

At Newton Primary School, our Computing curriculum is delivered through Teach computing.

Planning • The teacher delivers a clearly structured lesson with a focused objective and explicitly taught key vocabulary • Learning is sequenced step-by-step, with modelling to support pupils in building new skills confidently • Activities are adapted in real time to support different learners, using scaffolds and flexible approaches • The teacher checks understanding throughout the lesson and uses this to adjust teaching and next steps	What do our lessons look like? • Begins with a clear learning objective linked to computing strands (computer science, information technology or digital literacy) • Retrieval or recap activity to revisit prior knowledge and key vocabulary • Teacher modelling of new skills or concepts using step-by-step demonstrations • Structured, hands-on tasks where pupils apply learning on devices or unplugged activities • Opportunities for problem-solving, debugging and collaboration • Ends with reflection, discussion and assessment of learning against success criteria.
Adaptations • Break learning into small, manageable steps with clear, simple instructions and visual prompts • Use pre-teaching of key vocabulary and concepts to build confidence before lessons • Provide scaffolded resources (e.g. templates, partially completed code, checklists) • Allow flexible outcomes so pupils can demonstrate understanding in different ways • Use peer pairing to guide learning and model problem-solving Give additional time and opportunities to revisit and practise key skills	 How do we evidence computing? Examples of digital or paper based activities uploaded to computing folder on SEESAW for each unit.
Assessment: • Review learning each lesson, including vocabulary • Ongoing teacher assessment of weekly work and addressing misconceptions when they occur • End of lesson verbal quiz on learning from that session.	How does art look like in Early Years? In Early Years, computing is play-based and integrated into everyday learning. Children explore technology through games, role play and programmable toys. Teaching focuses on problem-solving, sequencing and patterns. Adults model key vocabulary and support safe use. Activities build confidence, curiosity and independence while developing early digital skills in an engaging, age-appropriate way.

