



Shinewater Primary School

Computing

Swale Academies Trust

Computing

Our Vision

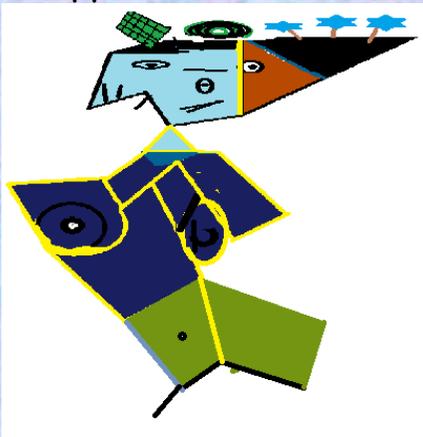
Our computing vision, at Shinewater Primary school, is to keep our pupils safe online. We provide them with the knowledge and skills to do so, promoting safe messages throughout the curriculum. We recognise that as a school we have a responsibility to prepare the pupils for their future by improving their knowledge and understanding of how imperative technology is as an aid to learning and the real world beyond school. As computing is an increasing part of life today it is essential that all pupils gain the confidence and ability that they need in this subject, to prepare them for the challenge of a rapidly developing and changing technological world. The use of ICT will enhance and extend children's learning across the whole curriculum whilst developing motivation and social skills. We aim to expose children to the educational developments in computing and provide them with the opportunities to access to the most effective and emerging technologies.

Pevensey Castle and the History of 1066

Pevensey is the traditional site of the Norman landing in 1066. When William the First's reign, the Normans changed the remains of the castle to a fortress which became a crucial part of their defence. On the 14 of October 1066, the battle of Hastings occurred between the English army ruled by King Harold and the Norman army of Duke William of Normandy. It was a particularly bloody battle, even by Medieval standards. King Harold finally died, and whilst the English fled, William the Conqueror took over the rule of the Normans.



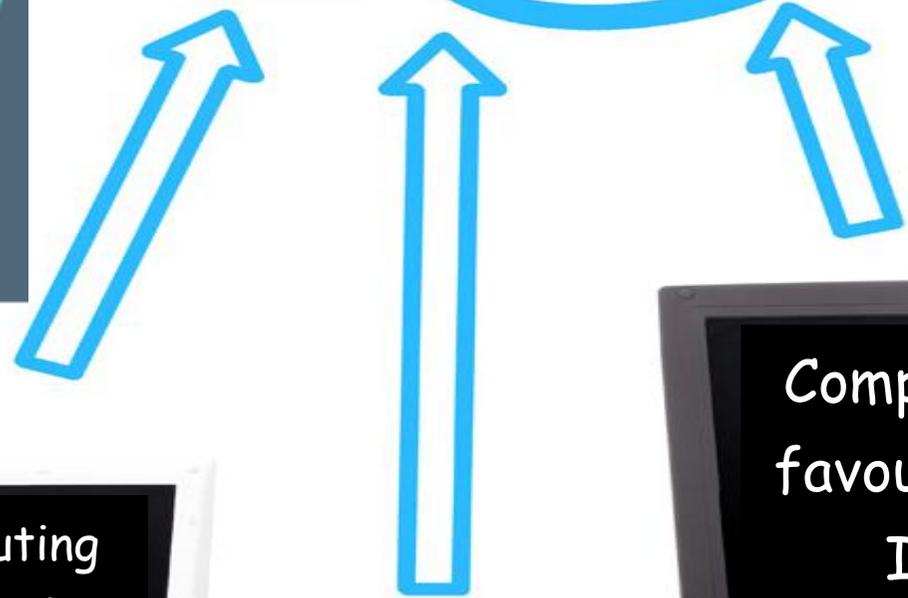
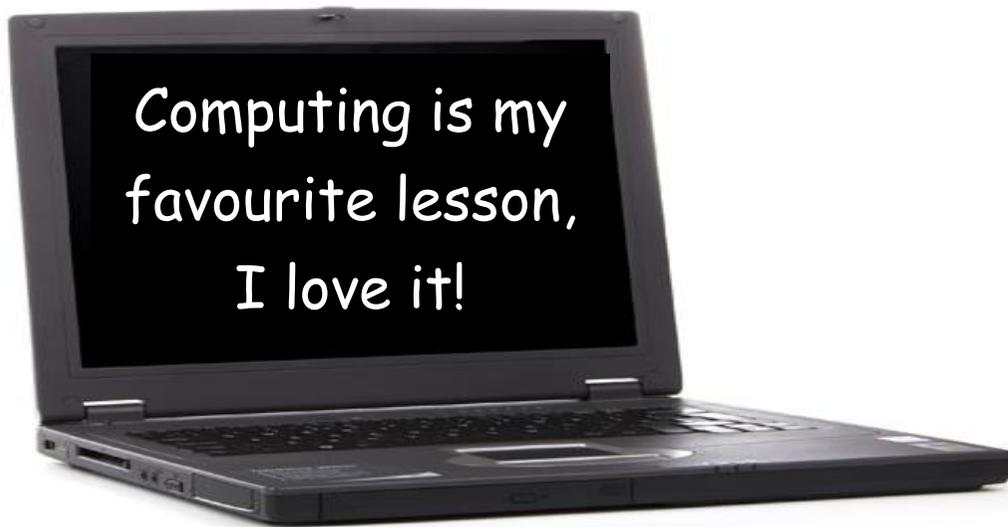
It is located in Castle Road, Westham, Pevensey, BN24 5LE



I made this art piece based on the work of Picasso using Paint.



Our computing curriculum is taught from EYFS to year 6. These skills are built upon year on year, until the end of year Key Stage Two where children will emerge accomplished in many aspects of computing. Within the computing curriculum, children learn through completing projects and gain new skills to complete these units of work. Children in all key stages learn computer programming and coding, testing and debugging. We use a variety of resources to develop these skills in school. Classrooms are well resourced with interactive whiteboards, a laptop or desktop and an iPad, all of which are used to enhance children's learning. At Shinewater, we are very fortunate to have a well equipped computing suite with 30 desktop computers and a large whiteboard.





The children from years 2 - 6 are taught by our Computing Specialist Teacher. We ensure that our pupils become digitally literate and able to express themselves and develop their ideas in a way that will equip them for the future workplace and as participants in a digital world. All children have the opportunity to access laptops which can be used as part of a lesson, for group work, research or as a way of presentation. ICT is used to enhance learning environments throughout the school and the online safety messages are highlighted throughout the curriculum. We are part of the ChildNet Digital Leader Programme which is a youth leadership training programme empowering young people to educate their peers about online safety. Being a digital leader helps children develop confidence and leadership skills.

I have made PowerPoint presentations, used Scratch, Flowol and made Excel spreadsheets.

Enrichment Activities

Our school has computing lunchtime and after school clubs, which the Computing Specialist teacher runs. Also, the digital leaders meet for online training every fortnight and to discuss delivering a range of activities throughout the year to help teachers tackle online safety issues outside of the classroom. The digital leaders take part in a Computing Scholars programme with other local schools in the Swale Academy using a variety of technology.

The Scholars Day was so fun we used Ohbots and Spheros, I couldn't wait to tell my friends when I got back to school.