



At Cherry Tree School we wish to equip pupils with the skills necessary to navigate a rapidly evolving digital world. We achieve this by teaching computing, e-safety and digital citizenship skills regularly and through cross curricular themes.

Our computing curriculum is wide-ranging, in-depth and robust and thrives from forging strong links with subjects across the curriculum. Our curriculum is taught through three inter-related strands: Computer Science, Information Technology and Digital Literacy. It is this cross-curricular approach that will allow teachers at our school to choose when to utilise the vast array of technological advances as a means of enhancing pupils' day-to-day education. All these strands are of equal importance in engaging our pupils safely with the online world. Using computers as tools to discover new worlds and as a means of realising their potentials. Harmonious with our commitment to "learning for life," at Cherry Tree we realise that we must ensure that pupils are given the tools and the skills to thrive in their future education and careers, which we acknowledge will rely heavily on a sound understanding of how to navigate the digital world.

Computing at Cherry Tree takes from a wide variety of resources provided by the Purple Mash scheme of work and other resources provided by organisations such as Jigsaw for PSHE lessons. As well as resources from these organisations, we also draw upon "unplugged" computing resources, that aim to advance computational thinking away from screens and devices.

Computing as a subject is both taught discretely in carefully planned and well-pitched lessons, sequenced in a meaningful way and in a cross-curricular manner when there are appropriate opportunities. Computing's learning journey starts in the Early Years and progresses thoughtfully through to Year 6 in which it allows for a strong transition of skills into secondary school. It will allow the children to have strong foundations in programming, coding, computer science and digital communication that they can build on and realise their aspirations in the future.

In Years 5 and 6, our use of Google Classroom as a means to set home learning, aids them in the transition to secondary school. The use of VLEs such as Google Classroom is becoming common place in the secondary school curriculum and our early introduction to this platform allows for our students to access their secondary school home learning from day one.

In other lessons across the curriculum, educational technology will be used as another resource to bring about positive learning experiences and aid in pupils making progress. Technology such as Chromebooks and tablets will be used as tools for pupils to enhance their learning and discover new knowledge to share with others. This approach allows pupils of Cherry Tree to use technology in a way that will extend their learning.

We at Cherry Tree acknowledge that although there are incredible advantages of using computing and digital tools in the classroom, it is our duty to ensure that our pupils can use these resources in a safe and engaging way. Through dedicated units of work based on online and computer safety as well as close links with our Jigsaw PSHE lessons, we aim to create learners that are safe and savvy of the dangers of the digital world. For more information about our approach to E-Safety education at Cherry Tree, please visit our E-Safety pages:

<https://www.cherrytree.herts.sch.uk/e-safety>

Experiences

When learning Computing at Cherry Tree, children's learning is enriched by continuing learning outside of Computing lessons. For example, children may join our after-school Coding Club, in which they learn further fun and interesting ways in which to use their coding knowledge.

Furthermore, through using Google Classroom and Purple Mash, children are empowered to extend their learning digitally outside of the classroom. These platforms allow for students to complete their homework in a safe and controlled way and allows them to make choices as to how best they wish to approach an assignment set by their teacher.

In EYFS and KS1, we use BeeBots to teach the fundamentals of coding. These practical tools allow children to explore the importance of writing clear instructions and prepare them to go forward and advancing their coding knowledge.

In Year 6, children can use their computing skills in a practical setting during their end of year production. In this production, some children can operate the lights and sounds, which allows them to put their computational thinking skills to the test.

Our most recent addition to our computing resources is a Now Press Play (NPP) headphone kit. This fantastic and engaging tool allows children to go on interactive audio adventures back in time or can be used as a means to look after their mental health. Below is a gallery of some images of children at work with NPP and some fantastic work inspired from these interactive sessions. To find out more about NPP and its offering to children at Cherry Tree, please visit their website: <https://nowpressplay.co.uk/>

Quotes from Pupils about Computing at Cherry Tree

“I like Computing because we can explore different things like how to code and more exciting stuff like that!”

“Computing is lots of fun and vital in these uncertain times. It also teaches us skills we might need one day if we are doing a job which involves lots of computers e.g., office job. Computing is very enjoyable, and we are very lucky to have the computing resources we have at Cherry Tree. It is also lots of fun doing coding.”

“If I had to choose a school for Computing, I would choose Cherry Tree Primary School!”

“I love this subject and the way the teachers at Cherry Tree School teach it.”