	CURRICULUM ACTION PLAN 2020/21				
Date:	November 2019	**Subject/Focus Area:**	Computing	**Completed by:**	Kimberley Herriman and STEM team (E Edge, J Sidebottom and T Smith)
Links to Whole School Development Priorities (please tick the last column to show which priority your objectives link too)	1. To broaden the children's understanding of Global Citizenship and Diversity				✓
	2. To implement a research-based approach to improving aspects of writing across the curriculum				✓
	3. To further enhance the connectivity of the curriculum through our Curriculum Families				✓
	4. To further improve the physical and mental wellbeing of children and staff				✓

Intent statement:

Technology is changing the lives of everyone. It advances at an increasingly rapid pace and so, during their time at Markeaton Primary School, it is our intent that teaching staff will equip children with the skills to participate in a rapidly changing world where work and leisure activities are being transformed through technology.

It is also our intention that all children will have access to a high-quality Computing education which will encourage them to use computational thinking and creativity to understand and adapt to these changes.

Computing has deep links within all areas of the National Curriculum and it is imperative that Computing is linked intrinsically with all areas of learning in order to prepare children for any digital landscape of future. Computing skills are a major factor in enabling children to be confident, creative and independent learners and our Computing curriculum will ensure that all pupils become digitally literate, primarily: being able to find and use information and technology in a safe and effective way (at a level suitable for their age) in order to become active participants in a digital world.

What actions will you take in your subject to help improve the children's ability to read and/or apply reading skills?

- The use of Green Screen to encourage reading, speaking, listening and performance skills.
- The use of Book Creator (and other apps) to publish children's own work in order to encourage shared reading of published work.

Targets *(please highlight any targets which strengthen the connectivity of the curriculum)*	Implementation *How are we going to do it?*					Impact *What will be the impact and how will we know?*	
Objective	Action(s)	Staff	Resources (costs if applicable)	Start date	End date	Success criteria	Monitoring
To enhance the curriculum and classroom learning through the use of technology.	-To attend Lego We.Do 2.0 staff training -To purchase x15 sets of Lego We.Do 2.0 for use in the classroom -To lead 1 x staff meeting with a focus on apps designed to enhance classroom experience (focussed on Google Expedition, Kahoot, Plickers, Morfo, Book Creator, DoInk Green Screen, SeeSaw). -To lead 1 x staff meeting with a focus on Lego We.Do 2.0 -To purchase a green screen and lighting for use across school (in coordination with Film Club) -To complete a staff skills questionnaire to highlight areas for support	KH STEM team	-Lego We.Do 2.0 sets (£2000) -Green screen (with stand and lighting) £150 -Staff meeting time (x2 hour sessions) -Curriculum lead time (x1/2 day + internal cover)	Dec 2019	July 2021	-Lego We.Do will be implemented within the curriculum -Lesson plans will incorporate opportunities for technology -Staff feedback will suggest increased confidence in using technology within and across lessons.	-Pupil voice -Learning Walks -Books -Observations

| To implement a rigorous e-safety programme across the school. | -To attend Google's Be Internet Legends workshop

-To implement the Google Be Legends structure across the school

-To lead a half-termly assembly with a focus of one of the five BIL pillars

-To restructure R-Time at Markeaton, ensuring there is a dedicated focus on e-safety for two weeks each half term (working alongside PSHE lead)

-To create a bank of age-appropriate activities focussed on each area of the five BIL pillars

-To introduce a parent 'e-safety afternoon' in LKS2 | KH

STEM team

JH

LKS2 | -Full day's cover (training session)

-Be Internet Legends curriculum resources (lesson plans, files, etc.)

-Curriculum time (1/2 day)

-Release time (1/2 day)

-Assembly slot each half term (first Wednesday of each half term)

-1/2 day parent's event for LKS2 (September 2020) | Dec 2019 | July 2021 | -Children will have a clear understanding of the five BIL pillars
-E-safety will be more prolific across the school

-Children will be able to talk about e-safety, using appropriate terminology, without support from adults

-Pupil voice will show children are more engaged with e-safety messages

-There will be consistency across school and all children will be able to use the BIL acronym | -Pupil voice

-Learning Walks

-Books

-Observations |
| To increase staff confidence in teaching and using technology across the curriculum. | -To lead a staff meeting in using apps to enhance learning across the curriculum (focussed on Google Expedition, Kahoot, Plickers, Morfo, Book Creator, DoInk Green Screen, SeeSaw).

-To establish Digital Leaders to support in specific lessons across the school | KH

DLs | -Staff meeting time (2 x 1 hour)

-Curriculum time (x1/2 day + internal cover) £500 for ChildNet Digital Leaders programme | Dec 2019 | July 2021 | -Lesson plans will show increase in technology used to support learning across the curriculum

-Twitter feed will show range of technology implemented across the curriculum

-See Saw will evidence range of opportunities for increase in technology | -Pupil voice

-Learning Walks

-Books

-Observations |

	-To complete a staff skills questionnaire to highlight areas for support					Increased staff confidence as shown by questionnaire results	
To establish "Digital Leaders" at Markeaton Primary School.	-To recruit x 10 Digital Leaders from Y5 and Y6 to the Digital Leader's programme. -To complete online training courses for children -Digital leaders to lead a KS1 and KS2 computing club (focussed on coding) and facilitated by KH	KH DLs	-£500 for ChildNet Digital Leaders programme -Lunch time club for Digital Leader's to complete training modules	Dec 2019	July 2021	-Digital leaders established and trained -Staff using support from digital leaders within computing lessons	-Observations -Pupil Voice

Additional Notes

KH to set up See Saw and Plickers for each staff member to evidence work across the curriculum