CURRICULUM ACTION PLAN 2021-22

Date:	October 2021	**Subject/Focus Area:**	Computing	**Completed by:**	Kimberley Herriman	
Links to Whole School Development Priorities (please tick the last column to show which priority your objectives link too)	1. To extend children's understanding and use of subject specific vocabulary.					✓
	2. To improve and broaden children's strategies for spelling in all year groups.					
	3. To further enhance the attainment and progress of children with identified SEND.					✓
	4. To develop the use of manipulatives in Mathematics in order to improve children's overall understanding of key concepts.					

Our vision for Markeaton Techs

*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 **all** children with the skills to participate in a rapidly changing world where work and leisure activities are being transformed through technology.*

We want all children to 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.
- Use of key texts to launch pillar each half term during e-safety assemblies.

Targets *(please highlight any targets which strengthen the connectivity of the curriculum)*	Implementation					Impact	
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 lead 1 x staff meeting with a focus on Lego We.Do 2.0 To lead 1 x staff meeting with a focus on iPad apps suitable to enhance children's classroom experience To purchase x15 iPads for use across school with Apple specific technology To purchase "Mr P does ICT" curriculum resources to support learning	KH, HT, STEM team and staff	£350 (Mr P does ICT curriculum) non-contact curriculum time (x1 hour) staff meeting time (3 x 1 hour staff meetings)	September 2021	July 2022	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 iPads will be used to enhance curriculum Twitter feed will show range of technology implemented across the curriculum Increased staff confidence as shown	Planning reviews and lesson observations

	To lead Clicker training session for support staff						by questionnaire results
To embed a rigorous e-safety programme across the school.	To embed the Google Be Legends structure across the school using the resources from Project Evolve To lead half-termly assemblies differentiated for each key stage To create a bank of age-appropriate activities focussed on each area of the six Markeaton BIL pillars To monitor provision of e-safety lessons delivered by class teachers after each half termly assembly	KH, STEM team and all staff		September 2021	July 2022	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	Planning reviews and lesson observations Pupil voice

	To take part in "Be Internet Legends" KS2 school assembly							
To establish a broad and balanced and challenging computing curriculum with clear progression across the school.	To meet with Sarah Vaughn to evaluate current curriculum provision and map out new curriculum provision, identifying key skills and progression To map out progression of key skills across the school To work with phase leaders to implement key units from Teach Computing To meet with Sarah Vaughn to evaluate changes to provision and identify next steps	KH, STEM team and T&L lead	non-contact curriculum time meetings after school (x2 1 hour sessions) meeting time with KS leaders (internal cover)	September 2021	July 2022	Curriculum progression map completed Planning is adjusted to meet the needs of the NC Teach Computing resources implemented within computing lessons Clear "semantic wave of understanding" planned for in computing units	Planning reviews and lesson observations

| To establish "i-vengers" across the school. | To contact Tracy Good for initial resources

To recruit children's i-vengers team across the school (KS2 initially) | | price TBC

non-contact curriculum time

fortnightly meetings with i-vengers in school | September 2021 | July 2022 | i-vengers established and trained

Staff using support from digital leaders within computing lessons | |