2023 Computing Governors Report

This year has been a busy year for computing. It is the first year that Mersey Park have worked with the new adapted MGL plans. The aim of MGL is to improve the profile of Computing across the school and develop the skills of teachers and pupils to enable the transference of their computing knowledge to improve standards and attainment across the curriculum. We have continued with support from a MGL specialist teacher once a fortnight ensuring CPD for staff and high quality teaching in all areas of the new Computing curriculum. The support of a technician from MGL has also been invaluable to ensure smooth running of the websites and apps we need access to and keeping up to date with the legal aspects of ensuring our network is secure and up to speed.

Curriculum Coverage

Foundation Stage

The key computing skills start in the Foundation Stage curriculum. Using a computer, they learn how to control a mouse and to name the basic parts of the computer. The rest of the Computing work done in Foundation Stage is the 'behind the scenes' foundations needed to access the curriculum in future years. This includes:

- real life algorithms that show steps needed to complete a given task
- tinkering by playing and exploring what works and changing things around when it doesn't
- collaborating by working with the other children in class to achieve an end goal
- logical working where they can predict what might happen.

Key Stage One

Year 1 begin the year by learning some basic skills needed to access a computer. They apply this knowledge to create, organise, store, manipulate and retrieve digital content. They practice typing on a computer and create a document that links to the Year 1 Toys topic.

Year 2 begin the year by revising what the different parts of a computer are. They program games and edit and manipulate images of artefacts which links to their Time Detectives topic.
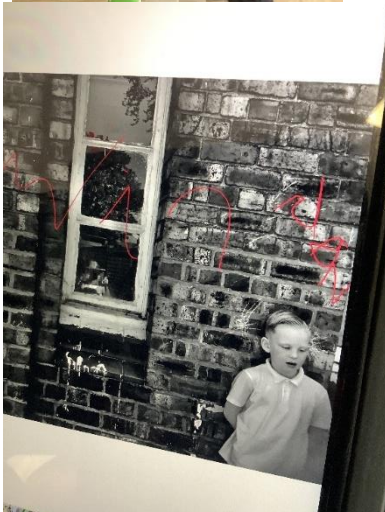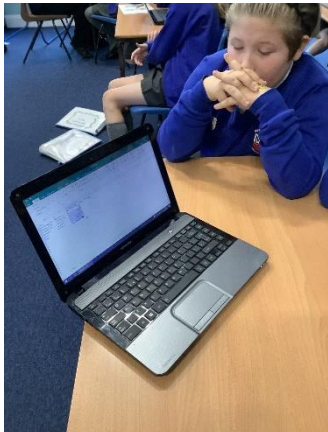
Key Stage One Coding Club

The children in Years 1 and 2 thoroughly enjoyed the opportunity to take part in a Coding Club. They used Scratch to create racing games, a paddle game, a maze and make their names dance.


Key Stage Two

Through Key Stage 2 the children enjoy a varied and immersive Computing curriculum. They all study the parts of a computer and networks to ensure a good understanding of how data is transmitted around the world.

Year 3 build on their knowledge of programming using repetition and think about ways to communicate and publish work.

Year 4 use Green Screen technology to create their own videos, apply special effects and think about the audience of the work they produce.

Year 5 design 3D models using CAD, create their own animated video using stop frame animation and learn how to use a computer to create a music track.

Year 6 continue to program using a wide range of variables and creating their own animations and games as well as learning how to write their own websites using HTML.
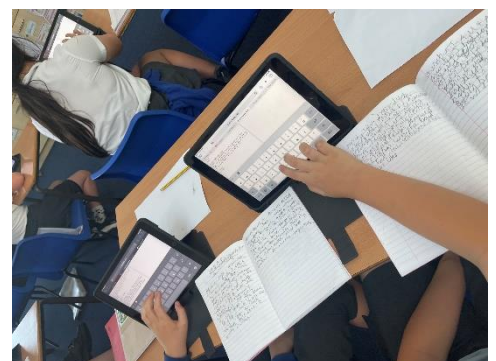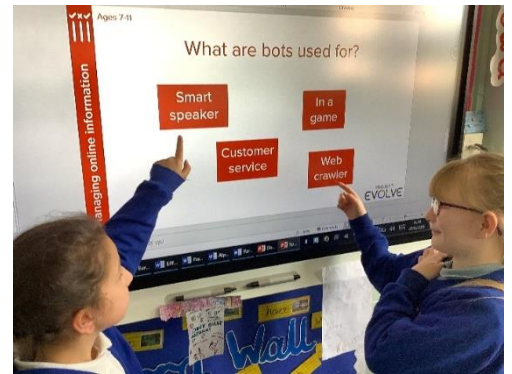
End of Year Data July 2023			
	% below expectation	% At expectation +	% Above expectation
Year 1	12%	85%	3%
Year 2	22%	58%	20%
Year 3	12%	70%	18%
Year 4	36%	57%	7%
Year 5	10%	82%	8%
Year 6	24%	54%	22%

E-Safety

It was time to renew our 360 e-Safety Mark this year and we were pleased to have presented the evidence of work to the assessor who promptly confirmed we had once again met the criteria and would have the award until October 2025.

In the ever-changing world of Computing we are very aware how important it is to keep our children up to date with e-Safety news. We have updated the curriculum across the school using ProjectEVOLVE. This allows us to do a quiz with the children to see where their gaps in knowledge are and then provides lessons to teach those gaps. This resource has been vital for ensuring each class has tailored sessions that enhance their knowledge.

During Internet Safety week we also held workshops for Years 1 to 6, inviting a company in to deliver this year's message of "Want to Talk About It?" these gave the children the opportunity to start conversations about their life online and think about both positive and negative experiences.

The E-Safety Cadets invited parents in for an informative presentation on screen time and the E-safety curriculum at Mersey Park. They were able to speak confidently about what we do, why we do it and the resources we use in the classroom.