



Soaring to success

# Computing How are Children Taught?

At Kentmere, Computing is taught discretely on a 2-week timetable, with additional opportunities for cross-curricular links in all subjects. The children are taught based on a Use-Modify-Create (Irene, 2011) pedagogy which enables them to become familiar with a software, then play around with the different aspects before finally creating a finished product. The planning has been mapped out for the Whole School based upon the National Curriculum requirements and through the use of resources such as Purple Mash and Micro:Bit's. We are very fortunate to have a bank of laptops, Chromebooks and iPads which the children have access to as well as Green Screen technology. These technologies encourage active participation in the classroom which is also a very important factor for increased knowledge retention. Where appropriate, the Computing curriculum links to the term's topic which the Senior Leadership Team have collaborated to create. The Computing knowledge and skills for the whole school have been mapped out by the Subject Leader who regularly monitors the impact of teaching and learning.