

Computing at Shirley Infant School



What We Strive For

At Shirley Infant School we are striving to create a community of pupils and staff who are competent, confident users of ICT and are knowledgeable about emerging technologies and able to incorporate these in their learning journeys. We understand the need to equip all learners with the experiences and skills of ICT to prepare them for a rapidly changing technological world. We aim that learners will be confident and independent in their use of ICT to solve problems across the curriculum, as well as in discrete computing sessions.

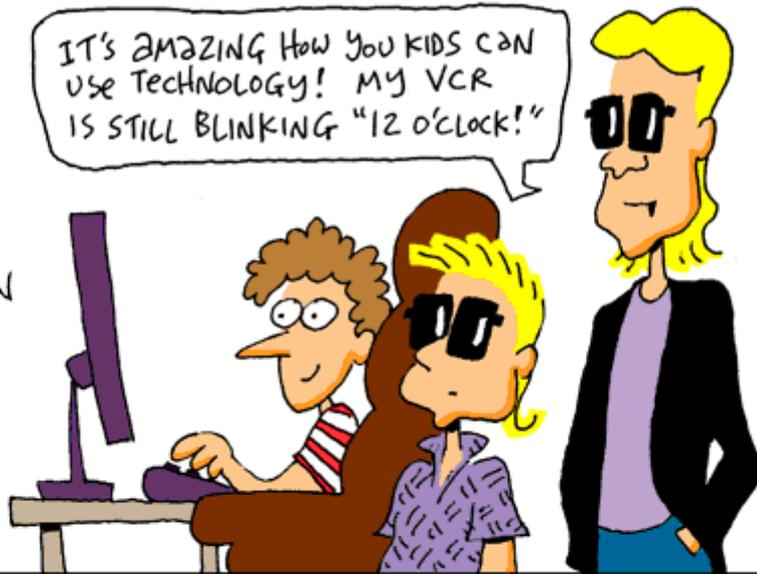
Computing Policy, May 2016



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makingit.com

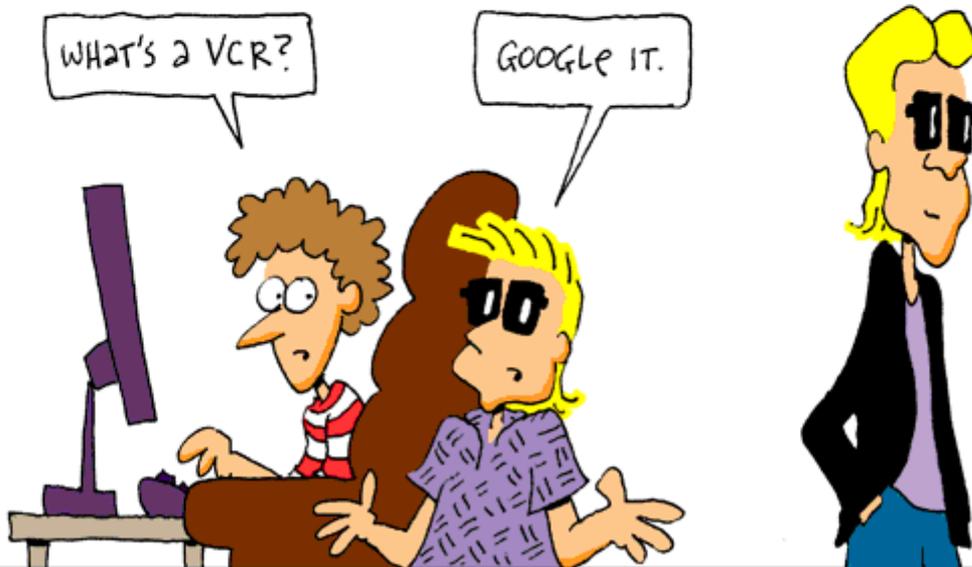
NKR 1/14

IT'S AMAZING How YOU KIDS CAN
USE TECHNOLOGY! MY VCR
IS STILL BLINKING "12 O'CLOCK!"



WHAT'S A VCR?

GOOGLE IT.



©2007 KEITH ROBINSON. DISTRIBUTED BY MAKING IT PRODUCTIONS, WHERE OUR CALENDER IS STILL BLINKING "1964."

How We Succeed

- ✓ We use a range of up-to-date hands on ICT equipment
- ✓ We have a clear cross-curricular pathway for learning that is progressive from the beginning of Year R to the end of Year 2
- ✓ We ensure the children have opportunities to extend their learning through our planned activities
- ✓ We also offer additional learning opportunities outside of discreet lessons, such as across the curriculum and during MOOT



Our Equipment

- ✓ ICT suite with touch screen computers
 - ✓ iPads
- ✓ PCs or netbooks in each classroom
- ✓ A range of software and apps
 - ✓ Digital cameras
- ✓ Flipcams (digital video recorders)
 - ✓ Easispeak microphones
 - ✓ Digital microscopes
- ✓ Programmable toys: beebots, constructabots and probots
 - ✓ Storyphones

Computing in Year R

In Year R the children begin to think about the digital world around them:

What is ICT and Computing?

How do we use ICT in school and at home?

Why do we use ICT?





Year R

Images & Sound



- The children learn how to turn on and use a digital camera to capture a still image.
- They learn how to turn on a flipcam and capture moving images by making short films.
- They learn how to record sound on an easispeak microphone through activities such as capturing sound to accompany a story.



Year R

Text & Multimedia



- The children learn about the different parts of a computer.
- The children begin to develop their mouse control and ability to double click through the use of 'Percy's Computer Club'.
- They begin to create drawings and paintings through the use of programs such as 'Clicker Paint'. They try out different tools to create different effects involving colour, shape and size.
- The children begin to use their literacy skills to add text to their work, such as labels and captions.



Year R

Programming & Coding



- The children begin to learn that to be computer programmers, we need to be able to give really good instructions!
- The children may have had many early experiences of playing with programmable toys such as vehicles and robots . They build on these experiences by getting to know the ‘beebot’.
- They learn how to give the beebot instructions via buttons, to move forward, backward and make turns.
- They try to navigate the beebot from one place to another, for example on a beebot mat, by giving accurate instructions.



Year R

Other Experiences



- The use of storyphones to listen to stories.
- Simulation games such as 'Dress Teddy'.
- Access to carefully chosen websites (under adult supervision) to research a topic.
- The use of iPads to support learning across the curriculum.

Computing in Year 1

In Year 1 the children build on their experiences and learning from Year R:

How can I improve my current use of ICT equipment?

What else can we do with this equipment?

How can we present our work in different ways?





Year 1

Images & Sound



- The children evaluate their still images, thinking about whether they have captured the exact image they wanted to by considering the position of the lens. They also learn how to load photographs onto a computer and print these.
- They develop their ability to capture moving images with more control and accuracy.
- They develop their independence when using easispeak microphones and learn how to use the 'playback' button. The children also begin to discuss podcasting.



Year 1

Text & Multimedia



- The children continue to develop their mouse skills.
- They use more customising tools when drawing and painting.
- They learn how to create short animations.
- The children begin to develop their word processing skills. They learn more about significant buttons on the keyboard and find out how to edit the style of their text.
- They spend time learning how to save, retrieve, evaluate, edit, re-save and print their work.



Year 1

Programming & Coding



- The children improve their ability to give simple, precise and correctly-sequenced instructions. They even begin to write and test simple algorithms with their friends!
- The children improve their ability to navigate the beebot from one place to another.
- They are then introduced to the 'constructabot'.
- The children also apply their learning to the computers with our coding activities!



Year 1

Other Experiences



- Use of 2DIY to make a matching game for a friend to play.
- Producing simple graphs linked to a topic.
- Use of a digital microscope.
- Access to carefully chosen websites (under adult supervision) to research a topic.
- The use of iPads to support learning across the curriculum.

Computing in Year 2

In Year 2 the children refine their skills and think more carefully about their presentation:

How do I want to present this piece of work?

What will I need to do next with this piece of work?

How can I edit to improve this piece?





Year 2

Images & Sound



- The children load their photographs onto a computer and retrieve these to use as part of a larger document.
- They use the flipcams to film and evaluate footage such as role-play scenarios.
- They use the easispeak microphones for a range of purposes e.g. to create a soundscape, to create a podcast, in role-play interviews during 'The Great Fire Of London'.

Look out for some great reporters in the future!



Year 2

Text & Multimedia



- The children learn to insert different types of images into a document, such as photographs and clipart.
- They use a wider range of tools when drawing and painting.
- They develop their animation skills e.g. to include sound files.
- The children refine their word processing skills and they learn about additional significant functions of the keyboard. They also use a wider range of icons to edit and improve their work for presentation purposes.
- They develop independence saving, retrieving and printing.

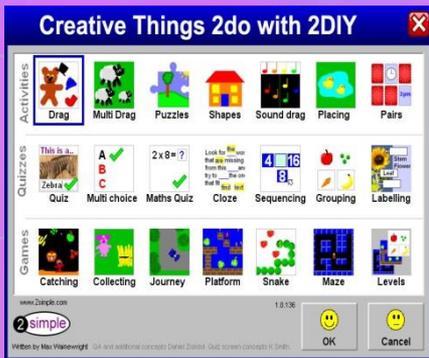


Year 2

Programming & Coding



- They plan more advanced algorithms, beginning to use abbreviations, and they continue to test, evaluate and refine these.
- The children move on to working with Probots. They instruct the probot using a higher level of programming involving the use abbreviations, degrees and angles. They also use the LCD screen to troubleshoot problems and refine their programming.
- The children continue to code using the computers, looking carefully at their sequences to debug any errors.

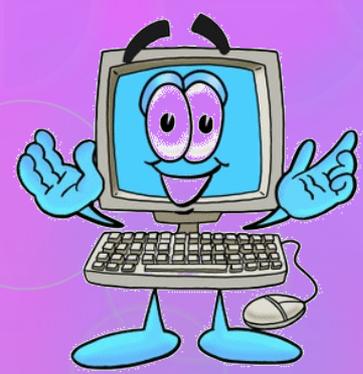


Year 2

Other Experiences



- Use of 2DIY to design and make games for others to play.
- Producing graphs linked to a topic.
- Access to carefully chosen websites (under adult supervision) to research a topic.
- Emailing a friend (directed and supervised by an adult).
- The use of iPads to support learning across the curriculum.



Supporting at Home

There are lots of websites that you can use at home to help support your child's learning. Please take a look at the ones we have listed on your hand-out to get you started.

In addition, your child has recently received home access to a great resource we subscribe to:



Playtime!

