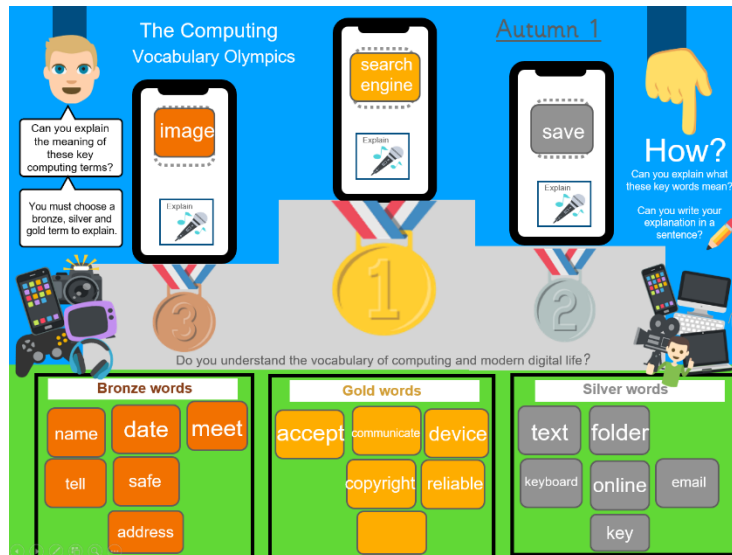


Summary - How do we teach Computing at St Lukes Halsall?

Lesson Structure

All Computing lessons begin with Vocabulary Olympics. The purpose of this is to constantly revise previously taught vocabulary in the hope that pupils can retain and recall key vocabulary in Computing.



Computing is taught in units of work each half-term. This is through a mixture of paper-based and digital lessons depending on the topic of the unit.

Every pupil has a Computing book to evidence their work. This book begins in year one and travels with each pupil as they move up through the school.

Using and Applying Skills Units

Pupils in year groups 1-5 have one additional Computing lesson to be completed each half term. The purpose of these additional lessons is to provide pupils with an opportunity to use, apply and build upon the skills they have developed throughout the year. For year 1 and 2, this additional lesson is a 'stand-alone' lesson that focuses on a different Computing skill each time. For year groups 3-5, the unit is a project. Lesson 1 introduces the project with the rest of the lessons demonstrating different skills and adding to the overall project. The last two lessons are the opportunity for pupils to evaluate and share their project with their peers. As year 6 have an annual project with Everton in the community, they do not have an additional using and applying skills unit. This work is evidenced in a separate Computing work book that again travels with pupils as they transition through school.

Early Years

Here at St Lukes Halsall, we aim for pupils to transition into year one knowing basic Computing skills. Throughout their time in Reception, pupils develop their skills by being introduced to using appropriate Computer software, iPads and bee-bots.

In the Summer term, we aim for pupils to complete a small unit of work in preparation for them transitioning into year one. This unit aims to develop basic IT skills such as knowing how to turn a computer on and off as well as developing their skills in using a mouse.

