St John of Jerusalem COE Primary School
Computing Principles

1. Computing lessons must be practical, using a range of resources to engage all pupils.

*

2. Children will be given the opportunity to reflect on how the skills being taught, practised and learnt link into **all subjects across the curriculum.**

*

3. All lessons must be **child-led** whenever possible, but with teacher input to structure the outcome of each lesson.

*

4. The learning of topics must cover:
Computer Science, Information Technology and Digital Literacy.

*

5. **Questioning** by both the teacher and the children is key for reasoning and problem-solving skills.

*

6. **Differentiation** and **collaboration** are vital, to support all learners.

*

7. Teacher's subject knowledge to be regularly developed to ensure lessons are delivered effectively and extend to all learners.

*

8. Children are provided with **real-life experiences**, so the use of Computing goes beyond school and into the wider World.

*

9. The **Digital Champions** are to receive regular training and are encouraged to support class peers and others around the school.