Learning walk: Computing

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Focus: Computing

Area: How is computing being utilised across the curriculum?

Observations	Evaluation
EYFS • Children use the digital cameras independently to take photos of their completed work, in all subjects. This is then documented in their learning journeys. • The children access the tablets to play games. • PB uses the interactive whiteboard to play phonics and maths games. • Children are encouraged to write words/mark make on the interactive whiteboard on Clever Note. • Beebots are used in science and link with the story used for Talk 4 Writing. **KS1** • Children in Year 1 and 2 enjoy and feel confident using ICT to enhance their learning. • The children alternate the use of the chrome books on a Monday morning to practice their phonics, on Phonics Play and maths on Purple Mash. • In D&T they use a word processing tool to write a Christmas Card note. • Children are confident with e-safety. • In Art children use 2Paint to draw a picture linked with the English book. • Bee bots are incorporated into maths lessons.	**EYFS** • The children's use of the camera is a productive use of time, and encourages their independence with the use of technology in the classroom. • The children are secure with using tablets for playing games, which will prepare them for KS1 where they can access phonics games on the tablets. • The children are engaged with the use of the interactive whiteboard for lessons. Phonics lessons are interactive and fun, and children are involved in their learning by coming up to the board and taking part. • Children enjoy drawing on the board. • Children are familiarised with the concept of simple programmes by using Beebots in their lessons. **KS1** • Children are confident in what they should do if certain things happen whilst they are online. • Year 2 are working on being able to independently log into the Chromebooks. • Children are all able to access the Chromebooks independently to aid their learning in phonics and maths via Phonics Play and Purple Mash. • Children have been able to use the computers to draw pictures based around the book used for Literacy.

KS2

- Year 3 and 4 children enjoy and feel confident using ICT to enhance their learning.
- The children alternate the use of the chrome books each morning to practice their times tables.
- In History they used a word processing tool to research and create a timeline about the Vikings.
- They use the scratch programming system.
- Children are confident with e-safety.
- The use of the magnifying light enhances science lessons and encourages curiosity amongst the children.

- They have been able to use technology in topic lessons for research.

KS2

- The children can all log on and store/charge the laptops correctly and independently so no time is wasted when accessing them.
- They are able to improve their recollection of all the times tables and therefore secure their mathematical knowledge by accessing it on a quick fire round basis online.
- Using word the children created a timeline in History, which enabled them to visualise the order in which the historic events took place.
- Children are able to design and make simple games in Scratch and debug problems as and when they occur.
- Children can use the magnifying touch in science to closely observe objects.

Overall Evaluation:

- The children are all confident in their abilities on the laptops, tablets and computers and are enjoying using the new Chromebooks. Learning is enhanced by the use of technology in the classroom, and children are able to independently explore these devices.

Areas for development:

- There is an interactive whiteboard in the Nursery room that isn't ever used. This could be utilised by Badgers & Squirrels class when in the room for interventions.
- At the beginning of the year - following a baseline assessment - it became clear that none of the children in Owls were familiar with using a mouse, they are therefore unable to use the computers independently for phonics activities. KS1 have iPads that are currently not being used following the delivery of the new Chromebooks, so Owls class can use these to access phonics games independently for now.