COMPUTING Action Plan 2019-20	Coordinator : Wendy Withington	

1. To Increase the proportion of PP children who make at least good progress, so that they begin to achieve at least in line with other pupils nationally / move closer towards this point.
2. To Increase progress in KS2, so that all children make expected progress and more children reach greater depth, or make more than expected progress from their starting points
3. To ensure all curriculum areas have a clear intention through a strong curriculum design, focusing on the school vision by having an international curriculum that promotes courageous advocacy.
4. To continue to strengthen links with the wider Northallerton community

Target (what to achieve)	Success Criteria (How will you know if it is done)	Actions (How to achieve it)	Resources needed (£ cost)	Link to SDP
Intent 1. Computing curriculum given the required coverage in all year groups. 2. 100% of PP on track in all year groups. 3. To develop pupil's logical thinking and problem solving skills. 4. To develop pupil's ability to write, test and debug algorithms for a particular purpose. 5. Opportunities to use the skills in other curriculum areas. 6. To improve pupil and parents' understanding of the risks involved in using the internet.	➢ Evidence in pupil's folders on Purple Mash and teacher assessments ➢ Overview maps to show required coverage ➢ Pupil's knowledge and confidence about e-safety (Pupil Voice) ➢ Links made or local companies and skilled individuals	➢ Look at projects saved in personal folders on Purple Mash and lesson plans ➢ Check overview maps against the computing curriculum ➢ Computing coordinator to support planning if required ➢ STEM Week planning with other staff ➢ Computing snapshot ➢ Arrange parents' e-safety workshop	Coordinator release time. Money for any resources.	KP1
Implementation 1. Computing to be planned and taught covering the three areas of digital literacy (including e-safety), information technology and computer science. 2. Pupils have a deep understanding of the opportunities and risks of using the internet. 3. Computer science lessons include open-ended questioning and investigations to help pupils develop logical thinking and problem-solving skills. 4. CPD opportunities 5. Parent e-safety workshop. 6. E-safety advice on website and newsletter.	➢ Evidence will be on lesson plans and saved in children's personal folders on Purple Mash ➢ Lessons drop-ins when possible ➢ Pupil Voice ➢ Pupils show at least a good progression of skills ➢ CPD attended	➢ Look at projects saved in personal folders on Purple Mash and lesson plans ➢ Support from computing coordinator in planning if required ➢ STEM Week planning with other staff ➢ Review overview to identify possible further development	Coordinator release time. Parents' e-safety workshop run by ICT Service	KP1

Impact			Coordinator release time.	KP 3
1. Pupils develop and consolidate logical thinking and problem solving skills	➢ Evidence in children's personal folders and on lesson plans	➢ Look at projects saved in personal folders on Purple Mash and lesson plans		
2. Pupils improved understanding and skills of programming.	➢ Lesson drop-ins when possible	➢ Support from computing coordinator in planning if required		
3. Pupils and parents have gained confidence and knowledge about staying safe online.	➢ Pupil Voice ➢ Pupils show at least a good progression of skills	➢ Arrange parents' e-safety workshop ➢ Computing snapshot		
	➢ E-safety workshop organised ➢ Parental feedback	➢ Pupil Voice		

How do these targets link to the school vision?

Pupils develop and consolidate skills learnt in computing lessons

Pupils have opportunities to support each other and act safely with courtesy and wisdom whilst online

Pupils understand the opportunities for themselves in wider society and globally