



Computing at Kensington Queensmill

Intent: The aims of Computing at KQ are:

- To create opportunities for adult and peer interactions and joint attention
- To engage in sensory play and explore a range of sensory stimuli with ICT equipment
- To encourage children with special interests in areas of computing and use of ICT equipment
- To use ICT to support children's communication skills through specialist apps and programmes
- To develop life skills such as typing, internet searching, using emails and logging on to programmes
- To use computing skills to increase independence and access to the community
- To learn computing skills to support the development of future skills for employment
- To develop leisure and turn taking skills
- To learn to attend to a range of group sessions and activities
- To learn to use a range of educational apps to support academic and social learning
- To learn how to stay safe online

Implement: Computing is generally taught at KQ through a mixture of discrete lessons, topic based learning and through activities embedded throughout the school day.

- The Computing subject team meet regularly to review topics and schemes of work where there are aspects of Computing teaching and learning
- Themed learning walks look at the impact of Computing teaching across the school
- Staff training is held regularly on a variety of topics related to Computing
- Use of Computing sessions and activities as a motivator and/or to support self-regulation during the school day
- Lesson observations, as well as monitoring of assemblies, support the development of Computing teaching
- Risk assessments for community outings are written by class teachers and reviewed by SMT

Impact: Progress in Computing is assessed formally through termly Personalised Learning Plan targets. Computing targets are agreed in collaboration with class teams, phase leaders, parents and speech and language therapists. Staff will consider students' EHCP outcomes and use targets to create small steps of learning and progress towards these. Engagement in computing based activities are often related to social communication, joint attention and emotional regulation areas of development as well as computing skills such as coding. Development of computing skills are embedded across the curriculum and the school environment.

Social partners might be working towards...

Being part of a group

attending to computing activity

Exploring **sensory stimuli** and **cause and effect** through the ipad or IWB

Accessing a range of **community outings**

Engaging in play activities in the **sensory suite**

Using an ipad as a **communication device** to request

Manipulating pictures or symbols on an IWB

Choosing a game or song on a computing device

Identifying myself and other familiar people **in photos and videos**

Using ICT equipment to support self-regulation

Using a mouse to navigate a computer screen

Language partners might be working towards...

Using ICT to plan a visit to the **local community**

Being able to use a computer or ipad for **leisure time** with some independence

Turn taking and sharing in an ICT based activity

Following visual or verbal instructions to complete a **puzzle or game** on an interactive device

Type some familiar words and names on a keyboard

Logging in to an educational app

Knowing some rules for **safe internet use**

Comment on pictures or videos on an ipad

Using a range of educational apps including Reading Eggs and BeeBot

Using ICT equipment in the **community** e.g. self-checkouts

Conversation partners might be working towards...

Using programmes to develop **coding skills**, such as Scratch or BeeBot

Using ICT to plan a visit to the **local community** independently

Using the internet to research an area of interest or an aspect of the curriculum

Creating and delivering PowerPoint presentations on a range of topics

Using data to create a graph in **Excel**

Using a keyboard to type up work, a short story or diary entry

Understand the rules for **safe internet use**

Using Firefly to learn remotely

Creating, organising, manipulating and storing **digital content**

Explore and **name some components** inside a computer