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| Computing Action Plan 2022-23  | Leader name: L Buxton |
| Target (what to achieve)  | Success Criteria (How will you know if it is done) | Actions (How to achieve it) | Resources needed (£ cost) |
| Ensure once-weekly Computing sessions are being conducted across the whole of the school | * Weekly lessons taught;
* Visible on timetables and seen in classrooms during these times.
 | * Learning walks/drop-ins;
* Pupil voice on the regularity of computing lesson.
 | Time |
| To develop a deeper understanding of how computing is taught in KS1  | * Lead able to speak confidently about computing lessons and outcomes for KS1.
 | * Meetings held with KS1 staff.
 | Free |
| Ensure resources are relevant to the needs of each year group (including iPad apps, desktop programmes) | * A wide range of apps and programmes being used across the school;
* Staff requests for apps/programmes to be installed.
 | * Audit staff needs in relation to any missing apps/programmes.
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| All teaching staff confident in delivering coding lessons | * Elements of coding/programming visible across the school;
* Pupils able to use a range of coding software and hardware (e.g. BeeBots, rovers, Scratch Junior, Scratch etc.)
 | * Signpost staff to ‘Teaching Computing’ free modules for CPD in programming.
 | FreeTime |
| Data is collated and used to highlight target groups of children | * Staff able to confidently highlight groups of children and their competency in computing. (including those WTS, EXS and GDS);
* Data input visible on iTrack.
 | * Termly data uploaded to iTrack;
 | Time |