|  |  |  |  |
| --- | --- | --- | --- |
| 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. |  |
| 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. | Free  Time |
| 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 |