Statement of Intent, Implementation and Impact of iLearn 2

Intent - What do we aim to achieve?

At Widmer End CC School, we aim to equip students with a uniquely powerful set of tools to interact successfully with an increasing computer dominated world. We provide our pupils with the skills to participate effectively and safely in the digital world both in school and at home.

We follow the iLearn2 curriculum which ensures that our curriculum is brand and enriching for our pupils. The intent of the iLearn2 Computing Scheme of Work is to help pupils become independent, creative, safe, respectful and problem-solving digital citizens with broad and transferable skills. iLearn2 makes computing fun for pupils, inspiring them to develop skills beyond the classroom and building an awareness of all the opportunities the subject provides. Throughout all units skills are repeatedly revisited to ensure our pupils leave with a secure understanding of all elements of the curriculum.

Implementation - How do we achieve it?

Through the iLearn2 units of work, we cover the following areas of the Computing curriculum:

- *Computer Science* – this covers programming (both block-based and text-based), including computational thinking using web-based software such as Scratch. Pupils across Key Stage 1 and 2 will write code to program physical and on-screen objects, interactive games and use text-based language, such as HTML and Python by the end of Key Stage 2.
- *Information Technology* – this covers the use of applications to create digital content, including document creation and editing, video making, digital art, graphic design, animation, 3D modelling and website building.
- *Digital Literacy* – covers skills to find, evaluate, utilise and share using technologies and the Internet. This includes important e-safety and internet research skills, as well as an understanding of computer networks in Key Stage 2.

iLearn2 includes activity packs with step-by-step, easy to follow video tutorials and challenges for both teachers and pupils to access. This has many advantages including:

- Pupils can learn computing skills at their own pace, developing independent learning skills with opportunities to continually review and revisit the skills covered.

- The pupil activity codes help teachers provide pupils with specific activities, meaning pupils can access resources and content suitable for their individual ability and needs.
- The pupil activity packs are available across Key Stage 1 and 2. Key Stage 1 pupils learn how to apply the skills they learn in the tutorials to their own work. Key Stage 2 pupils apply and develop the skills they learn in the tutorials into their own projects, independently improving and evaluating their work.
- The video tutorials are compatible with Google Chrome's Live Caption tool, meaning pupils with hearing loss can access the video content.

The Embed page on iLearn2 provides pupils with cross-curricular projects, helping apply computing skills across the Key Stage 1 and 2 curriculum. The activity packs cover skills for the three most common platforms; Microsoft, Apple and Google. In many packs there are tutorials for all three, allowing pupils to learn skills regardless of the platform used in the school and to prepare pupils for all possibilities in the next steps of their education.

At Widmer End we have established the use of iPads throughout KS1 and KS2 and these support and enhance learning in not only Computing lessons but across the curriculum. Children in both key stages also have access to Chromebooks and each child has a Google account which provides them with online cloud storage of their work and also access to a range of other valuable apps and resources.

Impact - How do we know that pupils are succeeding?

Each iLearn2 activity pack includes different resources to capture and track pupil learning:

- Downloadable assessment grid for each activity pack to track pupil understanding of each skill.
- Printable 'unplugged' challenge sheets/cards for pupils to demonstrate their understanding of key vocabulary and the application of skills.
- The teacher view of each pack includes advice and tutorials that cover how pupils can save their work or, in some cases, how it can be captured in the software being used.

The activity packs often ask why and how could a project be improved/adapted, both through class/group discussion and independent critical thought. This helps pupils reflect on the development of their computing skills to apply their knowledge, solve problems, stay safe and respect others.