

ICT for the Primary Challenge Pathway



Subject Rationale

Through the Primary Challenge Pathway, we aim to ensure that our students are:

- Given the opportunity to access technology through a variety of different access equipment.
- Provided with an understanding of how to use a device safely and securely (Inc Online Safety where possible)
- Provided with a variety of different activities which are delivered on devices which best support the students.
- Equipped with transferable skills to be used across the curriculum, which supports the students in and out of the school.
- Provided with the opportunity to explore new technology, software and equipment which helps engage the students and develop their skills.
- Able to apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.

ICT Curriculum for Primary Challenge Pathway		
Intent	Implementation	Impact
The curriculum that is offered through the Primary Challenge Pathway:	We achieve our intentions by:	The impact of the Primary Challenge Pathway provision is demonstrated through the development of students who are:
 Will explore and develop a range of fundamental skills, knowledge and understanding that will ensure the students will get the necessary skills to help support them at school and home. Will encourage the children to become more independent and develop their skills such as problem-solving, logical thinking and self-evaluation. Will develop a better understanding of how to use technology effectively to help support them in their day-to-day lives. To enjoy exploring new technology/programs through play opportunities. Will help the students gain confidence in accessing a wider range of technology, ensuring they understand how it works and how they function. Will help the students be more creative and explore different functions and processes within the subject. To be able to explore problem solving tasks while using technology/programs. 	 Being exposed to a thorough IT & Computing curriculum. Using a variety of different technology and products to help access the curriculum. Using a variety of software on a range of digital devices to create a range of content against a set of targets. Learning how to use technology safely, respectfully, and responsibly so they can recognise acceptable and unacceptable behaviour. Developing the students' knowledge and skills of digital systems and their applications. Having access to equipment that is suitable for each individual student. 	 Enthusiastic and show enjoyment for the subject both in and out of the classroom. Able to show a greater understanding on how to use a variety of different devices, software packages and equipment Able to use different technologies to help support them in and outside of the classroom Able to understand the different dangers that may be presented to them using devices on and offline. Able to help guide themselves in making independent choices where possible, which helps support them in life lives at home, at school and the community. Able to demonstrate a comprehensive knowledge of the implications of technology, software and digital systems.