

# SEND Areas of Need - Computing

Adaptations we make to teaching strategies and the learning environment, to ensure that all children have the best possible outcomes in Computing.

<p style="text-align: center;"><b><u>Communication &amp; Interaction Needs</u></b></p> <p>The computing learning journey is displayed on the wall to allow for ease of access to refer back to previous learning, in a uniformed way, like all curriculum areas in all classrooms.</p> <p>The same routine is carried out for all Computing lessons: retrieval task, vocabulary check and new learning using the PurpleMash platform and programs.</p> <p>Computing is recorded in a variety of ways to engage all learners and to over-come possible barriers e.g. computer-based tasks, group tasks, cloze procedures, online quizzes.</p> <p>Groupings are considered with paired tasks, independent task and group tasks with various roles that are inclusive of all learners.</p> <p>Partner talk is carried out throughout all lessons to support all learners and build confidence.</p> <p>Demonstrations and practical investigations are carried our and shown to all learns so they're aware of expectations.</p>	<p style="text-align: center;"><b><u>Cognition &amp; Learning Needs</u></b></p> <p>Work, photographs and examples are shared in our computer suite on a whole school computing working wall.</p> <p>All key vocabulary is displayed and built upon each week for reference and to gradually build computer specific language lesson on lesson.</p> <p>Tasks on each computer program are demonstrated by class teachers to ensure all learners are able to use with ease.</p> <p>The same routine is carried out for all Computing lessons: retrieval task, vocabulary check and new learning using the PurpleMash platform and programs.</p> <p>Each learner has a suitable shoulder partner to support where required and to allow independence to build and increase over time when using specific technology or accessing computing-based tasks.</p> <p>All computing lessons include the use of ICT with videos, simulations, demonstrations and visual PowerPoints to support all learners.</p> <p>Various recording methods are used e.g. scaffolded tasks, cloze procedure, group scribes, photographic evidence, demonstrations, online quizzes, specific computer-based programs.</p>
<p style="text-align: center;"><b><u>Social, Emotional &amp; Mental Health Needs</u></b></p> <p>Work, photographs and examples are shared in our computer suite on a whole school computing working wall to celebrate.</p> <p>The same routine is carried out for all Computing lessons: retrieval task, vocabulary check and new</p>	<p style="text-align: center;"><b><u>Sensory &amp; Physical Needs</u></b></p> <p>Children are seated in an appropriate place to ensure they have full visual and auditory access to the lesson.</p> <p>Children's computing work is celebrated in the environment to show work is valued and enhance self-esteem e.g display work.</p>

learning using the PurpleMash platform and programs.

Computing follows a consistent scheme across all year groups.

Children are encouraged to take ownership of the necessary computing equipment needed and to work as a computer scientist with a purposeful learning environment.

Tasks on each computer program are demonstrated by class teachers to ensure all learners are able to use with ease.

Partner talk is carried out throughout all lessons to support all learners and build confidence.

Groupings are considered with paired tasks, independent task and group tasks with various roles that are inclusive of all learners, with like minded supportive peers to bring out the best in all learners.

Pre-teaching opportunities are provided to ensure children have prior knowledge and skills.

Equipment is readily available and within easy reach.

Computer lessons are broken down into easily achievable steps.