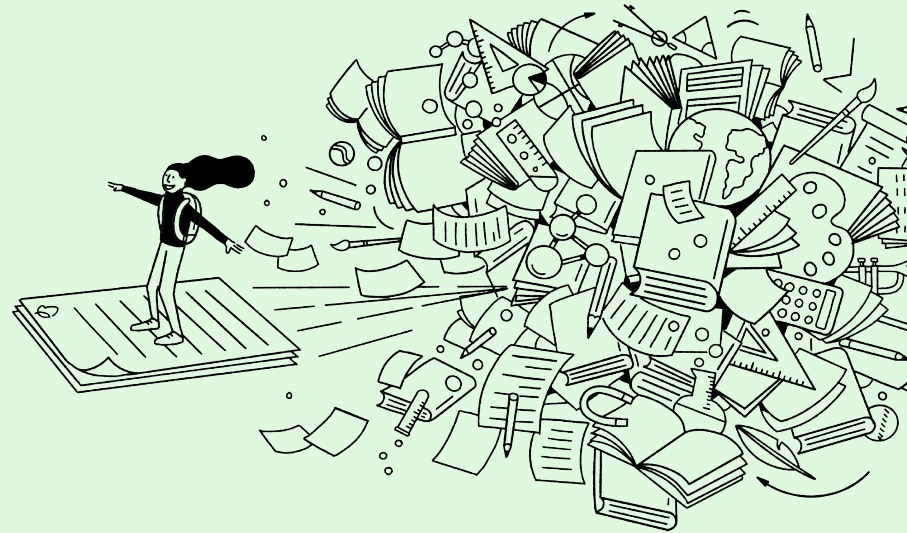




Oak
National
Academy

What would you like to see in an Oak computing curriculum?

Stuart Davison
13 July 2024



To improve pupil outcomes and close the disadvantage gap by supporting teachers to teach, and pupils to access, a high quality curriculum.

Oak's purpose



A brief history

From pandemic response to a fully sequenced and resourced **free** curriculum

Apr 20-Jul 21

Pandemic response - 10,000 online lessons to support millions/week

Jul 21-Aug 23

Teacher-led uses: lesson and curriculum planning

Sep 23-Aug 24

Cycle 1 curriculum sequences & lessons created.

Sep 24-Aug 25

Cycle 2 curriculum sequences & lessons created.

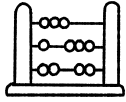


Oak is established as an 'arm's length' independent Curriculum Body, funded by the DfE.



Our resource development

Cycle 1:



Maths



English



History



Science



Primary
Geography



Secondary
music

Cycle 2:



Art &
Design



D&T



RE



Citizenship



MFL



PE



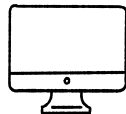
RSHE



Secondary
geography



Primary
music

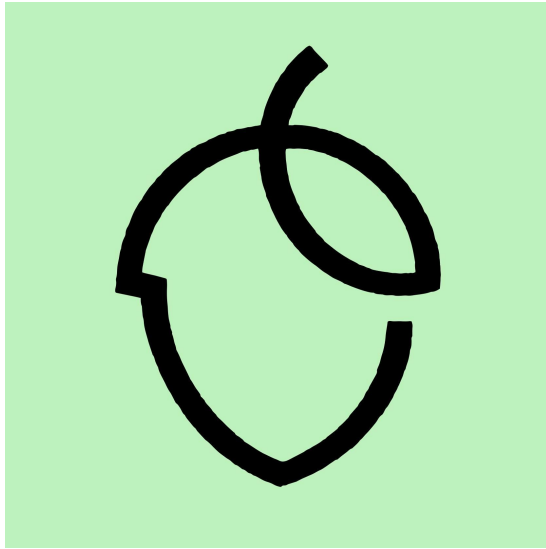


Computing

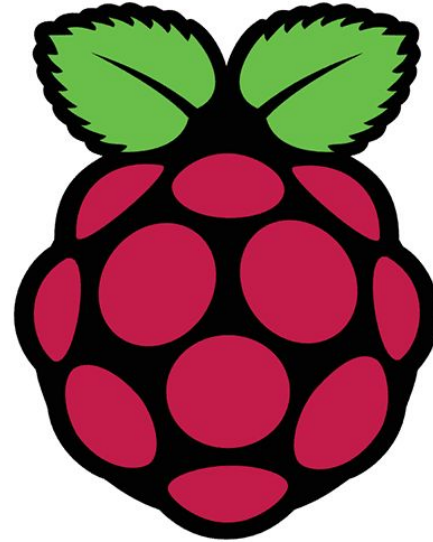


Partnership

Working with the successful bidder for the Primary and Secondary contracts.



Oak National Academy



Raspberry Pi Foundation



We are delivering fully resourced curriculum plans

Phase 1

Curriculum sequence and information:

Overview sequence of content and units of learning including key knowledge, vocabulary and skills.



Phase 2

Lesson resources:

Full sets of lesson resources: slides, worksheets, quizzes, teacher guidance and video lessons.



Full Resourced Curricula:

Curriculum information clearly structured into units of learning with supporting resources for each lesson



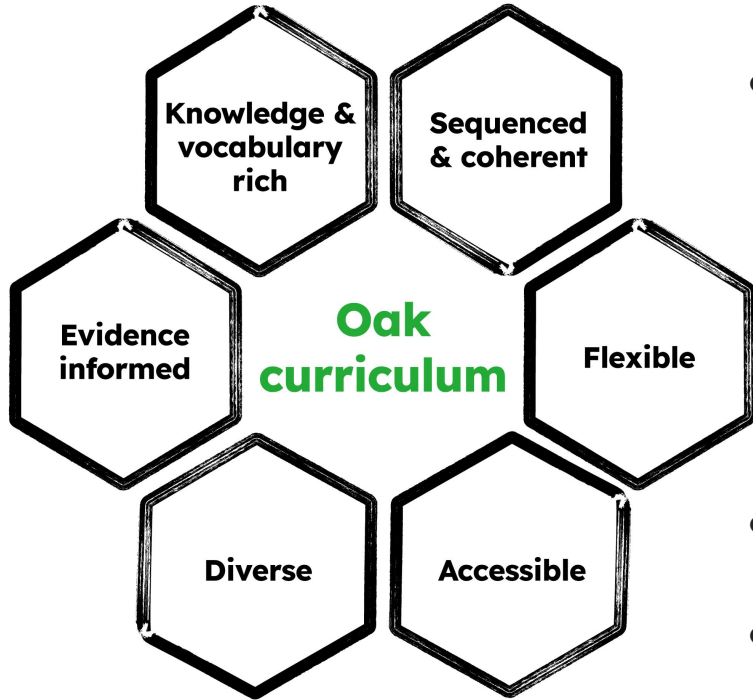




What to expect from Oak lessons?



Our curriculum principles

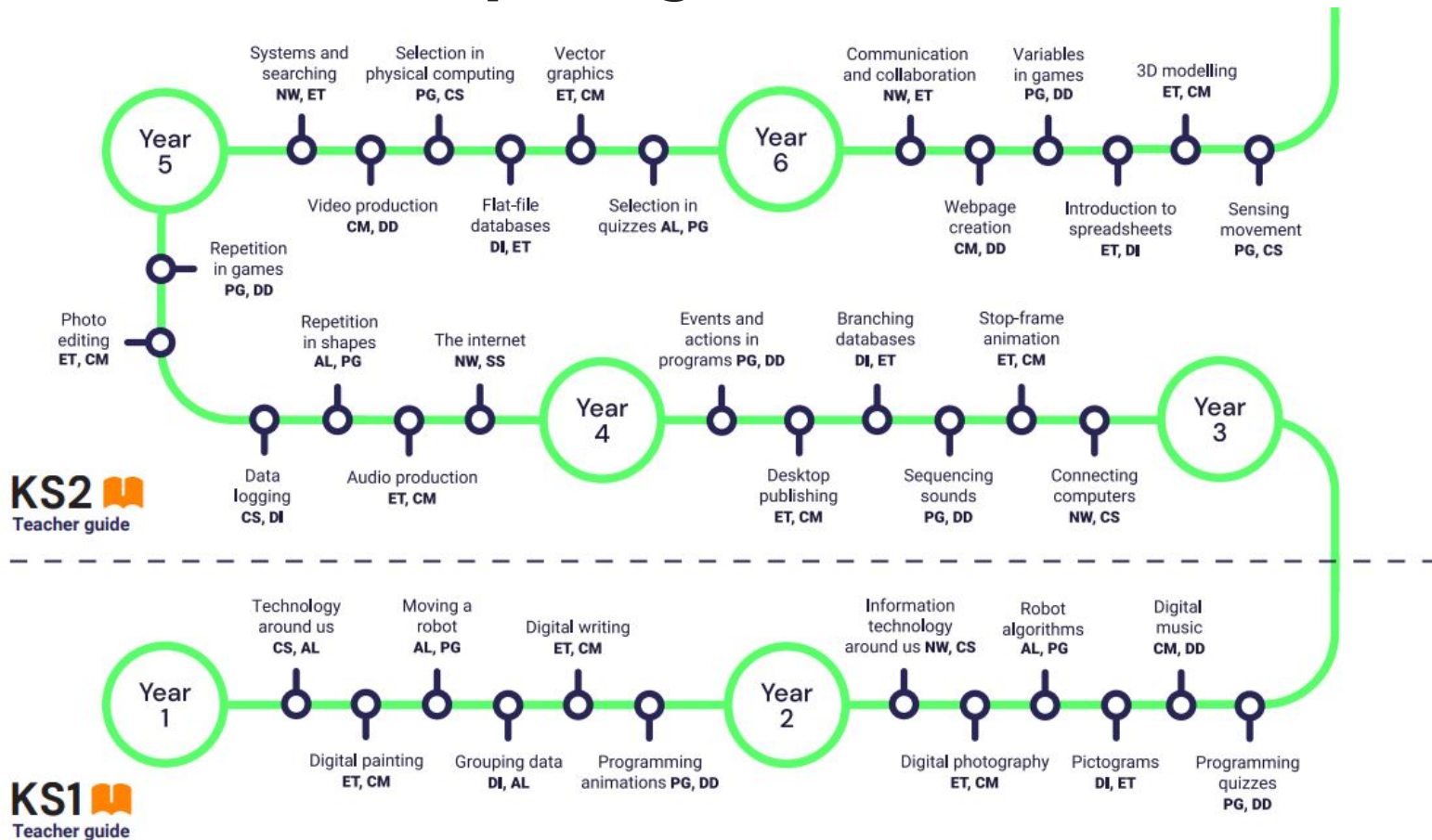


Oak's computing curriculum:

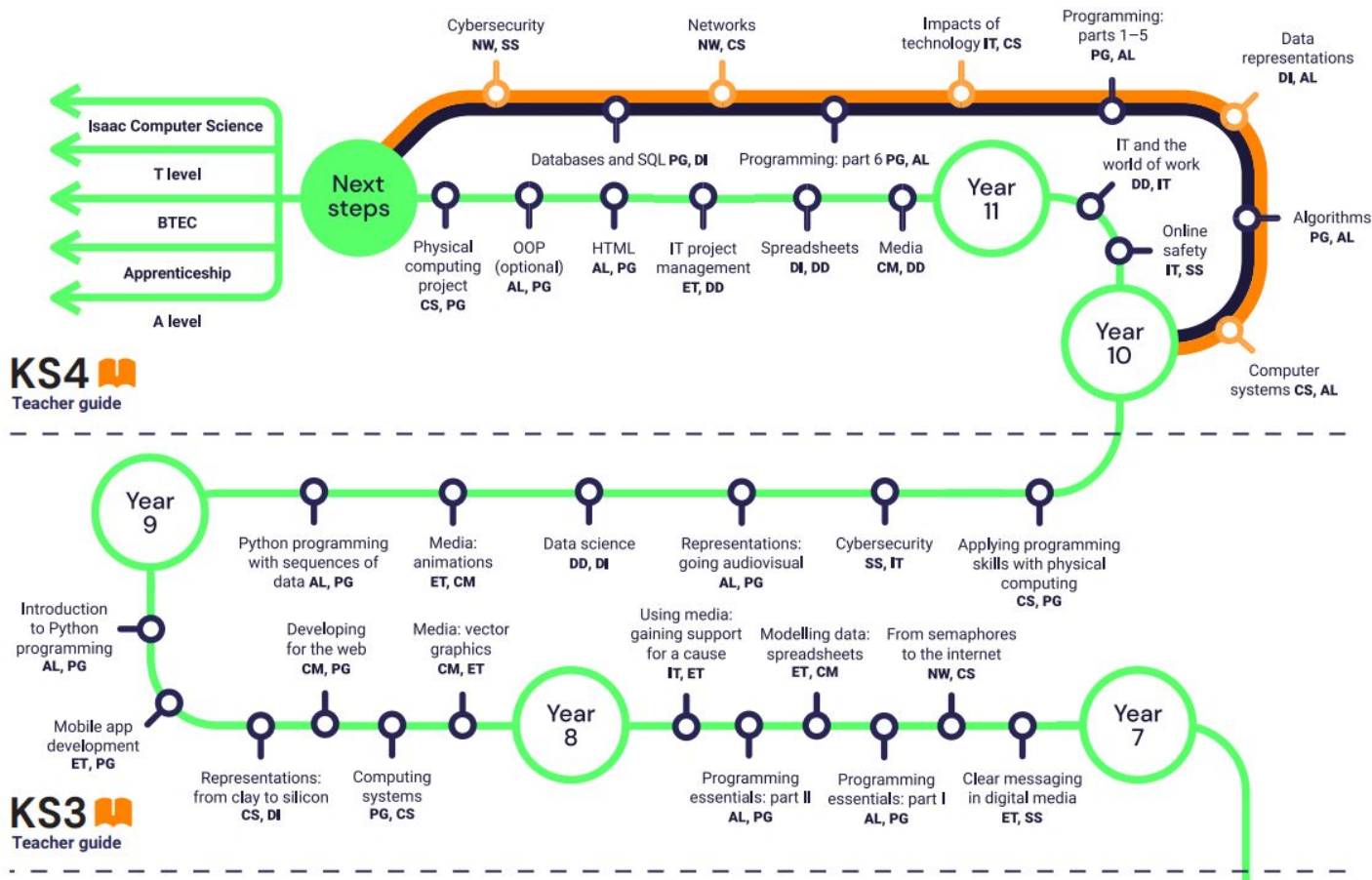
- Focuses on the knowledge and skills specific to computing, including:
 - How computer systems and networks function;
 - The use of data to represent complex information and inform decision-making;
 - The design and application of algorithms and data-driven models to create programs and AI solutions.
- Enables pupils to use technology to present information and create solutions to real problems.
- Examines the impact of current and emerging technologies on individuals and wider society including the legal, ethical and moral implications.



NCCE Teach Computing



NCCE Teach Computing



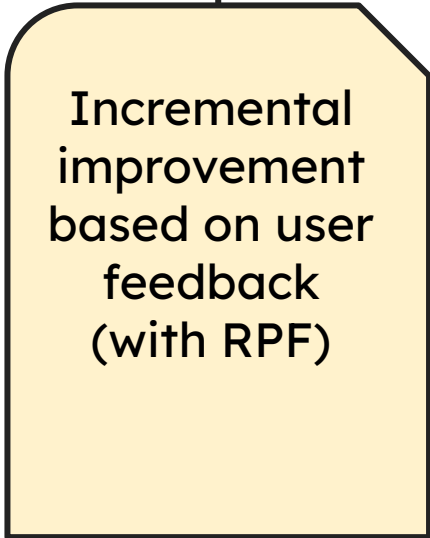
**What are your
experiences of Teach
Computing?**

**What do you think Oak
should change/add?**



Our roadmap into 2026





Working With Early Adopters





Feedback on
classroom
experiences with Oak
materials

What's working in
classrooms?
What can be better?



Tailored direct
support, piloting
ideas

Improvements
before September

Influence August work



Thank you for your support.

