

COMPUTING POLICY

December 2018



Subject Leader: Stephanie Hughes

Review Date: December 2019

This policy reflects the vision statement and aims of our school and should be read in conjunction with the policies listed at the end of this document, the National Curriculum for computing and Development Matters for the Early Years expectations.

Rationale

Through the first-hand experience of using a range of technologies children will be provided with opportunities to develop and use knowledge, skills and understanding of computing for a variety of purposes. Children will become aware of the importance of technology in their daily lives and in the wider sense of the world around them and be prepared for the world that they are growing up in.

Aims

That each child should:

- use a variety of computing equipment and software independently with confidence.
- develop and use computing as a tool to enhance and support learning and investigation in all subjects, particularly Mathematics and English.
- understand what algorithms are and how they are used by digital devices.
- to create and debug simple programs, using logical reasoning to predict what might happen.
- be able to recognise common uses of information technology beyond the school environment.
- be taught to use information technology in a range of ways within a broad balanced program of study across the EYFS and KS1.
- be able to create, store, manipulate and retrieve digital content.
- understand how to use technology safely and respectfully.

Planning and Teaching Strategies

Computing in KS1 is skills based, taught discretely and embedded in all areas of the curriculum. Each subject leader is responsible for making links with computing ensuring that the use of technology enhances the quality of learning and teaching. Teachers make effective use of the interactive whiteboard to engage pupils by using large and colourful text, shapes, data, illustrations and animation, including the use of digital video and materials from the internet. In KS1 children are taught a computer science session each week and each week every class in the school is timetabled to use the computer room for at least one session.

At school, children use the internet under the supervision of teachers and teaching assistants with the addition of the red 'oh no' button for children to press if they are unsure of the content they see. Additionally, in school, a filter system blocks access to sites that are inappropriate for young children. (See Online Safety Policy)

Children in the EYFS and Badgers are given plenty of opportunities to develop their technology and computing skills through planned activities such as investigating how to use a laptop to play games and create pictures as well as using some simple programmable toys. All children have the experience of using CD players,

programmable toys, digital cameras, intel microscopes and using the interactive whiteboard in the computer room.

Assessment and Record Keeping

Assessment is carried out according to the school's Assessment Policy. Pupils are involved in assessing their own work, recognising their strengths and areas for development and identifying the next steps for learning.

Throughout the school teachers and teaching assistants assess the skills learned and record observations that link into the teacher's overall assessment of the subject. Observations recorded in EYFS are recorded on Target Tracker or in evidence folders. At the end of the year this evidence is reported as emerging, expected or exceeding to parents, the LA and to the appropriate Key Stage 1 teacher to assist in future planning. In KS1, children are assessed as beginning, beginning plus, working, working plus, secure or secure plus.

Resources

Each classroom has access to at least 1 laptop. Key Stage 1 classes have access to 15 iPads. All classes and the hall have an interactive whiteboard and there is also an interactive whiteboard in the computer room and an additional six laptops. Each class have access to digital cameras, tough-cams, microscopes, visualisers, talking books, Bee Bots, Pro Bots and programmable toys. Fifteen iPads can be used for group work. The library is computerised and all the curriculum laptops are fully networked.

This curriculum policy should be read in conjunction with our:

Assessment Policy
Behaviour and Discipline Policy
Early Years Foundation Stage Policy
Equality and Diversity Policy
Online Safety Policy

Inclusion Policy
Learning and Teaching Policy
Marking Policy
SEND Policy