

Hallaton Church of England Primary School



Computing Policy

1. Intent

At Hallaton Primary School, we aim to provide a high-quality Computing curriculum that will equip children with the skills and knowledge they need to use technology safely, responsibly and creatively, both in the home and beyond. We hope to inspire a lifelong love of play, design, code and invention with technology.

Computing isn't a subject just about memorising facts and vocabulary words, it's about solving complex problems, being able to collaborate with others and learn from mistakes. We want children to become independent and to have fun with technology while developing 21st-century skills.

We believe in a curriculum that meets the interests of all learners, with a range of exciting creative activities and open-ended challenges based on the essential requirements of the computing program of study, incorporating Computer Science, Information Technology and Computational Thinking. We believe that there are non-negotiable digital skills that children must possess: -

- All children must have a basic understanding of coding and how the web works.
- All children must be able to evaluate online information and be social media savvy.
- All children must understand online safety rules and know how to report and block.
- All children must be proficient with word processing and able to use cloud storage.
- All children must be able to create visually engaging content/presentations in order to present learning to others.
- All children must have experience of online collaboration and using communication tools.
- All children must be taught the concept of personal archiving and possess their own digital portfolio of work.

Today's children and young people are growing up in a digital world. As they grow older, it is crucial that they learn to balance the benefits offered by technology with a critical awareness of their own and other's online behaviour, and to develop effective strategies for staying safe and making a positive contribution online. Online Safety is an integral part of our computing curriculum which will support our children to live knowledgeable, responsibly and safely in a digital world.

2. Implementation

At Hallaton, we use a variety of teaching and learning styles in our computing lessons and make use of a wide range of online resources. Our principal aim is to develop children's knowledge, skills and understanding and make technology an integral part of school life. Children have the opportunity to work as a whole class, in small groups and independently to develop their skills.

Computing is taught both as discrete lessons and as part of other subjects. Wherever possible we encourage children to use and apply their learning in other areas of the curriculum; technology is regularly used to complete topic work and develop literacy skills.

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We have in place:

- Computing Curriculum Map and Progressions of skills. This outlines knowledge and skills that all children must master.
- Online Safety policy and expectations. This forms part of daily school life and is reinforced whenever technology is used.
- Safer Internet Day takes place in February to promote the safe and positive use of technology for children and the community.
- KS2 classes use Hour of Code resources in the Autumn term to develop programming skills.
- Google Classroom accounts for all staff and pupils to help teach, monitor progress and keep a record of children's work. Children also have individual folders stored on the server so they can practise saving files locally as well as in the cloud.

Lesson Content:

In line with the 2014 National Curriculum for Computing, lessons are to include:

KS1

- understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

KS2

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

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- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

3. Impact

Our Computing Curriculum has been structured to demonstrate a progression of skills and ensures that children can build on their understanding, as each new concept and skill is taught with opportunities for children to revisit skills and knowledge as they progress through school.

Teachers assess children's knowledge, understanding and skills in Computing by:

- making observations
- through conversations with the children during lessons, which includes discussion of their thoughts, ideas, processing and evaluations of work.
- the children's computing folders and Google Classroom accounts
- the quality of the digital content they create

Built into the activities are several points where the teacher has the opportunity to assess and take stock of the children's progress, then provide feedback.

It is the teacher's responsibility to plan, carry out and monitor the delivery of the Computing scheme of work. A work scrutiny is carried out annually and links made to computing skills and their progression.

The Computing Subject Leader is responsible for supporting members of staff in all aspects of Computing, updating the resources and monitoring and evaluating the planning and assessment to ensure continuity and progression. The Head teacher and Governors play a vital role in encouraging good practice and ensuring the policy is adhered to.

Monitoring of the standards of children's work and the quality of teaching in Computing is the responsibility of subject leader, supported by the Head teacher. The work of the subject leader also involves supporting colleagues in their teaching, being informed about current developments in the subject, and providing a strategic lead and direction for Computing in the school.

Resources and Access

The school has a range of resources to support the delivery of the Computing curriculum, the Early Years Framework and learning across all areas of the National curriculum. These include, but are not limited to:

- Google Classroom
- 10 Chromebooks
- 12 lynx tablets with clip on keyboard
- 5 iPads
- 10 kindles
- Scratch accounts



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- Book Creator accounts
- Online tools such as Dance Mat typing, CodeCombat, Hour of Code and Kahoot!
- 10 Lego WeDo kits
- 2 Beebots
- 7 cameras
- 3D printer

The Computing subject leader keeps up to date with new technologies and reviews the school's provision, as well as maintaining the existing resources in partnership with the school's technology support provider.

Covid Impact

The teaching of certain computing skills has been boosted through the pandemic, as lessons moved to being taught online. Children have become more familiar with using technology and with online learning systems. At Hallaton, we set up Google Classroom to provide online learning and will continue to use this to teach Computing, monitor and record work in other lessons and to set homework.

Our focus for this year will be programming skills as this is something children may have missed out on when learning from home.

Date: October 2021

Subject Leader: Miss R Hedgecott

Discussed with Staff:

Presented to the Governing Body on:

Interim Review Date: October 2022

Review Date: February 2023