

Greenlands Community Primary

School Computing Policy.

Here to learn happily!



Computing Intent:

Computing enables pupils to use computational thinking and creativity. It has links with Maths, Science and Design and Technology and provides insights into natural and artificial systems. Children will be taught Information Technology, Computer Science and Digital literacy.

Children will be able to use computers to express themselves and develop their ideas through technology at a level suitable for the future work place and the digital world in which we live.

Aims.

- To develop children's computational thinking and problem solving so that they can succeed in and contribute to our rapidly changing world. In addition to this, we strive to ensure our pupils know how to stay safe physically and mentally in the online world.
- To understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- To analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.
- To evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.

- To be competent, confident and creative users of information and communication technology.
- To be aware of safe and responsible computing practices (see separate e-safety policy and ICT

Acceptable Use Policy)

Implementation.

- The school's Computing progression map, which is in line with the requirements of the National Curriculum, shows progression across all year groups and key stages. We have implemented the Sheffield computing scheme of work.
- Each year group has key questions to answer about particular areas of computing.
- Online safety is an integral part of the curriculum that is followed and is embedded within the units taught.
- Children follow a weekly Computing lesson in addition to cross-curricular tasks within other areas.
- The curriculum is well resourced with a computer suite with 30 computers, 2 Ipad trolleys housing 30 Ipads and small Ipads (approx. 5) situated in each class.
- Children are developing skills to access particular software at a progressive level such as scratch.
- Whole school events like E safety day in February is acknowledged and children work on activities linked to this in each year group.
- Computing lessons are taught so that all children are included and supported.
- The children use a range of resources to develop their knowledge and understanding that is integral to their learning eg beebots, Ipads, data loggers, software such as seesaw to record learning.
- Cross- curricular links are made whenever possible.

- Summative assessments are made three times a year, which are recorded on the Lancashire Tracker.
- Teacher knowledge and understanding of computing teaching is improved and developed through training as required.

Impact.

- By the end of the cohort year that a high % of children will have achieved ARE in Computing. We also look for pupils that show a greater depth of understanding.
- We assess children's work in computing by making informal judgements as we observe them during each computing lesson. The pupils save their work into individual folders and the teacher checks this work with feedback given when appropriate.
- The children will gain the ability to use computing as a useful tool for their future.
- The children will have acquired the school values of respect, compassion, trust, perseverance, resilience and ambition.
- All children, irrespective of ability or gender, develop a love of Computing.
- There is a love of Computing throughout school.
- The curriculum leader has a comprehensive overview of the quality of teaching and learning in Computing, achieved through the monitoring schedule during the year.
- The subject leader will report to the Governing body about the curriculum and its impact.