

**Eastwood Village Primary School
Computing Policy
2021-2022**



Eastwood Village
Primary School





A Statement of Policy for the Computing Curriculum

Values

We believe the ability to use technology effectively is an essential skill in life. Our aim is to develop learners who are confident and effective users of a variety of technologies. It is vital that all pupils have an entitlement to the Computing curriculum regardless of gender, disability, ethnicity, social class or special educational needs and we will ensure that our provision meets the need of all learners. We recognise that technology has the ability to motivate and enthuse pupils, to enable them to work individually, co-operatively and collaboratively and to develop perseverance, flexibility and creativity.

Introduction

This policy document sets out the school's aims, principles and strategies for the delivery of the Computing curriculum. It is linked to the School Development Plan and read in conjunction with the e-safety policies.

The Computing curriculum can be split broadly between; Digital Literacy (DL), Information Technology (IT) and Computer Science (CS). Digital Literacy covers how technology is used within the wider world such as; emails, internet, along with other technologies such as microscopes, cameras (still and video) etc. DL is taught so that it underpins the rest of Computing in school. Information Technology covers using technology as a way to 'create', 'organise', 'store', 'manipulate' and 'retrieve' data. The teaching of IT now covers only a very small percentage of the curriculum. Computer Science has the largest percentage of the curriculum and covers the programming side.

We interpret the term 'Computing' to include the use of any technology (hardware and software), which allows users to communicate, or manipulate information electronically such as:

- Computers, including iPad tablet computers
- Interactive Whiteboards
- Programmable toys
- Calculator control and monitoring equipment
- Electronic musical audio and video recorders
- Telephone
- Digital still cameras and video cameras
- Internet

Our aim is to ensure that all pupils achieve high standards in Computing capability and to develop the knowledge, skills and understanding required to become confident and competent users of technology.

We will plan to meet these aims by:

- Ensuring the coverage of the National Curriculum Guidance through our planning of the curriculum.
- Using computing to ensure each pupil receives their entitlement to the curriculum through our long term plan.
- Making provision to ensure that all pupils have access to the curriculum, either through specialist aids, software or support.
- Providing training for staff to ensure that they are confident to deliver the curriculum.



- Monitoring the delivery of Computing in school to ensure its effectiveness.
- Regular reviews of Computing to ensure it continues to meet the needs of our pupils and reflects the changing technology.
- Celebrating success in the use of technology through online publishing with our school website.
- Giving all pupils the opportunity to:
 - Use technology with purpose and enjoyment.
 - Become autonomous users of technology.
 - Evaluate the benefits of computing and its impact on society.
 - Achieve the highest possible standards of achievement.
 - Apply and present their knowledge of technology in different curriculum subjects.
 - Use technology to communicate information, find things out and make things happen.

Organisation

Where appropriate, the Computing curriculum is delivered through themes in order to ensure that technology supports teaching and learning across the whole curriculum.

Each child will keep an electronic portfolio in their own pupil folder. Teachers will provide a portfolio of work to the Subject Leader to show a range of samples for their class in both electronic and hard form. These will be annotated with the date, task and learning outcome. As time allows, portfolios and assessment information will be moderated by staff to ensure consistency in judgements about progression.

Roles and responsibilities

Computing Subject Leader:

- The monitoring of long term and medium-term planning.
- Supporting the delivery of the scheme of work.
- Identify the training needs of staff and delivery of some training.
- Planning and supporting technicians, support staff and other helpers.

The class teacher:

- Ensuring each child has access to a range of technologies.
 - To ensure that technology is used appropriately to support teaching and learning across the whole curriculum.
 - Know the resources available for them to use with their class and obtaining training or support in their use if needed.
 - Planning, recording, delivery and assessment of Computing activities.
 - Ensuring appropriate activities are planned and monitored for support staff and parent helpers and time set aside to brief them.
- Using technology for their own personal professional use to complete planning, prepare professional materials (worksheets, labels, posters etc) and for recording and assessment data.

The head teacher, Governors and SMT:

- Ensuring the provision of technical and teaching support for Computing.
- Ensuring opportunities for staff to receive the necessary training in development issues.

Computing resources

Purchases are planned to ensure that the computer equipment and software remains up-to-date, with a gradual policy of replacement and renewal of old equipment. The Computing Subject Leader reviews new equipment and software as it comes on the market in order to remain up to date with developments and to



offer advice on a purchase of new resources. Subject Leaders are included in planning the purchase of software and equipment for their subject. The register of software and hardware is maintained by the Business Manager.

Laptops and iPads are equipped with a set of core software to meet the requirements of the curriculum and additional software is available to meet requirements for special educational needs. The laptops and iPads are currently being signed out on a lesson to lesson basis.

Interactive screens are available in every class to support the use of computing and enhance teaching and learning in all areas of the curriculum. Some of the interactive screens enable Air Play to allow screen sharing of an iPad to enhance teaching and learning. All classes have access to a HUE visualiser and document camera to further enhance teaching and learning.

SEN and inclusion

All children should have equal access to technology in order to develop their personal Computing capability. We ensure that Computing activities are fully inclusive for all children regardless of gender, disability, ethnicity, social class or educational needs by:

- Careful planning of groups to ensure that hands-on experiences are equitable.
- Checking CD-ROMs, software and documentation to ensure that gender and ethnicity are reflected in a balanced way without stereotyping.
- Providing advice to teachers on the Computing support which can be offered to individual children with particular educational needs, including gifted and talented pupils.
- Being aware that some children do not have computers at home and ensuring that there all children have the opportunity to access equipment.
- Ensuring good role models among staff of technology usage.
- Ensuring there is a balance in the activities provided to encourage collaborative work as well as competitive activities to suit different learning styles.

E-Safety

With links to the PHSE curriculum and regard to E-safety, the following statement **MUST** be shared at the start of **EVERY** lesson or when IT equipment is being used to access the internet. This is to ensure that children are confident and safe when browsing and are aware of the necessary steps if they encounter a problem.

The statement is as follows:

- Think before you share.
- Check it is for real
- Protect your stuff
- Respect each other
- When in doubt, discuss.