Winmarleigh Church of England Primary School

Enjoy - Believe - Achieve

Computing Policy

Overview: Developing and increasing pupils' understanding and enjoyment of Art and Design is core to our curriculum. This policy will put into place the provisions for Art and Design, which are set out in the National Curriculum 2014, and we will ensure that children have opportunities to:

1. Develop their knowledge and understanding of the National Curriculum subjects, and achieve their full potential.
2. Collaborate with others confidently and respectfully in a variety of different ways.
3. Be fully prepared for the next stage of their education and life in modern Britain.
4. Develop their experiences of diversity and how this benefits our local and national communities

Intent:

1. To ensure that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. To ensure that pupils can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation, analyse problems in computational terms.
2. To enable pupils to evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
3. To ensure that pupils are responsible, safe, competent, confident and creative users of information and communication technology. To build on this knowledge and understanding so that pupils are equipped to use information technology to create programs, systems and a range of content.

Implementation:

1. Teachers will ensure that all pupils are supported and developed in their use of technology, including those with SEND and those with more developed skills or understanding around use of technology. Pupils will be taught to understand what algorithms and programs are and will be taught to create and debug simple programs in KS1 and design, write and debug programs that accomplish specific goals. Pupils will be taught to use logical reasoning to predict the behaviour of simple programs and in KS2 they will be taught how to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. They will learn how to use sequence, selection, and repetition in programs; work with variables and various forms of input and output Pupils will learn how to use technology purposefully to create, organise, store, manipulate and retrieve digital content. They will learn how to 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. Teachers will assess children's work in computing through formative and summative judgements by; asking questions, observing learners during lessons, observing pupils solving practical problems and listening to pupils' discussions.
2. Pupils will be taught how to recognise common uses of information technology beyond school 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.
3. They will be taught how to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Pupils will be taught to use digital devices and resources safely, being aware of how to minimise risk and how to report contact or activity that is in any way distressing.
4. The computing leader will support teaching and learning by; providing strategic leadership and direction, monitoring progress and standards across the school, reviewing and revising the computing policy, monitoring and supporting teachers in the teaching of computing, keeping staff up to date on new developments in the computing curriculum and technology, monitoring the effectiveness of the planning in place, auditing and monitoring the effective and appropriate use of resources and obtaining new resources.

Impact

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study. Pupils will know how to 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. Pupils will recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Revised and adopted by the Governing Body- Date: February 2023   Review date: February 2024

Date	Amendment	Reason for Amendment