



St John's Angell Town CE Primary School
Computing Policy

Summer 2015

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Our Vision

Learning to make the world a better place.

We recognise the central part computing plays in our lives and are all working to enhance the lives of our students as positive digital citizens of the world.

Introduction

A high quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing also ensures that pupils become digitally literate – able to use, express themselves and develop their ideas through information and communication technology – at a suitable level for the future workplace and as active participants in a digital world.

This policy sets out the school's aims, principles and strategies for the delivery of the computing curriculum.

What is Computing?

The National Curriculum defines the Computing programmes of study through a series of end of year statements . We are addressing these requirements by dividing the curriculum into two strands – those of *Computer Science* and *Digital Literacy*.

- **Computer Science**

Computer Science addresses the application of logical thinking and programming to control what a computer system does.

- **Digital Literacy**

Digital Literacy involves children becoming competent and confident users of information and communication technology, beginning to understand how IT systems work; and learning how to behave, and stay safe, in a digital and online world.

Entitlement

We provide discrete computing teaching for all pupils in Key Stage 1 and 2. In addition to this children will be taught digital literacy skills in other subjects utilising cross-curricular objectives. E-safety will be taught as part of computing lessons, during e-safety, as part of PSHE lessons and in a cross curricular way as and when new technology is used.

In the EYFS children are taught computing, digital literacy and e-safety

Curriculum Organisation

We employ external consultants, 147, to advise on the teaching and learning of Computing and the development, and organization, of a successful curriculum. They have further subdivided the strands of Computer Science and Digital Literacy into the following aspects:

Computer Science

- Computational thinking
- Programming
- Coding

Digital Literacy

- Using software applications
- Technical understanding
- Online communication and social awareness

The school has a set of teaching objectives developed from this structure, providing refined details for teaching and learning as well as yearly progression within Key Stages 1 and 2. The teaching and learning objectives for the Early Years Foundation Stage are referenced in *Understanding the World: Technology*.

Teaching and Learning

Each discrete lesson will have a learning objective referenced from the curriculum as set out above. As with other subject, computing benefits from a range of teaching and learning approaches; these include whole class, paired-work, small group tasks as well as individual work. It is policy that children work collaboratively as well as individually.

Equal Opportunities

We provide equality of opportunity for all of our children, whatever their personal, social, cultural and educational needs. We are aware of societal gender biases in areas of technology and to obviate this we ensure that girls have an equal amount of hands-on time, groups tasks are not dominated by boys and software is selected that does not have a gender bias in terms of content or interest value.

Subject Leadership

To ensure the curriculum is covered with age appropriate content, the subject leader will identify training to ensure staff have the required skills and knowledge to implement the new curriculum. Subject scrutiny will focus on coverage and teaching and learning while the new curriculum is adopted. Teachers will assess the children's understanding.

Agreed/ Ratified by Governors on:

Signed by: *Reverend Rosemarie Mallett*

Designation: Chair of Governors

Next Review: Summer 2017