



Mobberley C of E Primary School

Computing Policy

**“Open Hearts, Open Minds, Open Doors”**

“Ask and it will be given to you; seek and you will find; knock and the door will be opened to you.” – **Matthew 7:7**

Mobberley C of E Primary School is a vibrant learning community which promotes excellence and enjoyment, enabling all to fulfil their potential and lead useful, productive and happy lives.

As a Church of England school we aim to provide a place where each child feels safe, respected and valued as an individual.

**National Curriculum Objectives**

**Early years**

It is important in the foundation stage to give children a broad, play-based experience of computing in a range of contexts, including outdoor play. Computing is not just about computers. Early Years learning environments should feature computing scenarios based on experience in the real world, such as in role play. Children gain confidence, control and language skills through opportunities to ‘paint’ on the whiteboard or program a toy. Recording devices can support children to develop their communication skills. This is particular useful with children who have English as an additional language.

**Key Stage 1**

By the end of Key Stage 1, pupils should be taught to

 Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.

 Write and test simple programs.

 Use logical reasoning to predict and compute the behaviour of simple programs.

 Organise, store, manipulate and retrieve data in a range of digital formats.

 Communicate safely and respectfully online, keeping personal information private, and recognise common uses of information technology beyond school.

**Key Stage 2**

By the end of Key Stage 2, pupils should be taught to

 Design and write 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; generate appropriate inputs and predicted outputs to test programs.

 Use logical reasoning to explain how a simple algorithm works 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.

 Describe how Internet search engines find and store data; use search engines effectively; be discerning in evaluating digital content; respect individuals and intellectual property; use technology responsibly, securely and safely.

 Select, use and combine a variety of software (including Internet services) on arrange of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

 Planning

**Intent**

Computing skills are a major factor in enabling children to be confident, creative and independent learners.

**Our Aims Are:**

* To provide all pupils and staff with opportunities to develop their computing capabilities.
* To allow pupils and staff to gain confidence and enjoyment from their computing activities and to develop skills which extend and enhance their learning throughout the curriculum.
* To develop pupils’ awareness of the use of computers not only in the classroom but in everyday life.
* To allow pupils to evaluate the potential of computers and also their limitations e.g. to learn about issues of security, confidentiality and accuracy.
* To develop logical thinking and problem solving.
* To provide opportunities for pupils to gain knowledge of a variety of computing tools and equipment.
* To encourage pupils to become autonomous, independent, users of computing both as a learning resource and as a discipline in its own right.
* To develop a whole school approach to computing ensuring continuity and progression.

This policy should be read alongside our E-safety Policy and Acceptable Usage Policy.

**Implementation**

**Cross Curricular Links**

Computing contributes to teaching and learning in all curriculum areas. For example, graphics work links in closely with work in art, and work using databases supports work in maths, while the Internet proves very useful for research in humanities subjects. Computing enables children to present their information and conclusions in the most appropriate way.

**Teaching Computing to Children with Special Educational Needs**

At our school we teach computing to all children, whatever their ability. Computing forms part of our school curriculum policy to provide a broad and balanced education for all children. Through our computing teaching we provide learning opportunities that enable all pupils to make progress. We do this by setting learning challenges and responding to each child’s different needs. Specialised access software and hardware will be available for pupils with special educational needs and consideration should be given to the most appropriate input device for all pupils but especially those with special needs.

**Differentiation**

Differentiation is achieved through differentiated activities and differentiated learning outcomes.

**Equal Opportunities**

All pupils have the opportunity to develop their computing capability.

We ensure that all our pupils:

* Have equal access to computing resources; we provide times in the week when pupils who do not have access to the internet or a computer can access these to complete homework or visit educational websites.
* Have equal opportunities to develop computing capability.
* Use software that is appropriate to their ability.

**E-Safety**

At the start of each school year teacher’s plan e-safety sessions using age appropriate resources from NSPCC, NOS, CEOP and Twinkl. Children take part in discussions about how to stay safe online and how to be a responsible user of technology. These e-safety sessions are followed up throughout the year and each time children use new technology in the classroom.

As a school we take part in Safer Internet Day each year, activities are planned by class teachers or outside providers, such as Altru Theatre, are bought in to run workshops for the children.

**Impact**

Through teaching Computing we equip children to participate in a rapidly changing world where work and leisure activities are increasingly transformed by technology. We enable them to find, explore, analyse and exchange and present information. We also focus on developing the skills necessary for children to be able to use information in a critical and effective way.

**Monitoring and Reviewing**

The monitoring of the standards of the children’s work and of the quality of teaching in computing is the responsibility of the class teacher and subject leader. The subject leader is also responsible for supporting colleagues in the teaching of computing, for keeping informed about current developments in the subject and for providing a strategic lead and direction for the subject in the school. The subject leader gives the head teacher an annual summary report in which he evaluates the strengths and weaknesses in the subject and indicates areas for further improvement. The subject leader has specially- allocated time for carrying out the vital task of reviewing samples of the children’s work and for visiting classes to observe the teaching.

**Assessment and Recording**

Teachers assess children’s work in computing by making informal judgements as they observe them during lessons. On completion of a piece of work the teacher marks it and comments as necessary. Children are also encouraged to evaluate their own work. Assessment in computing allows us to consider each child’s attainment and progress against expected levels.

**Security**

The ICT and Computing technician will be responsible for regularly updating anti-virus software. The technician ensures safe search is applied so that children are unable to access inappropriate materials on school grounds. Use of computing will be in line with the school’s ‘acceptable use policy’. All staff, volunteers and children must sign a copy of the schools AUP. Parents will be made aware of the ‘acceptable use policy’. All pupils and parents will be aware of the school rules for responsible use of computing and the Internet and will understand the consequence of any misuse.

Date: 28.2.20

To be Reviewed: February 2021