Griffin Primary School

Computing Policy

1	Summary	Computing Policy
2	Responsible person	Ben Atkinson
3	Accountable SLT member	Ben Atkinson
4	Applies to	☒All staff ☐Support staff ☐Teaching staff
5	Who has overseen development of this policy	Louise Pitts
6	Who has been consulted and recommended policy for approval	LGB
7	Approved by and date	10.11.23 LGB
8	Version number	4.0

9	Available on	Every	☐Y ☒N	Trust website	☐Y ☒N
				Academy website	☒Y ☐N
				SharePoint	☒Y ☐N

10	Related documents (if applicable)	
11	Disseminated to	☒Trustees/governors ☒All staff ☐Support staff ☐Teaching staff
12	Date of implementation (when shared)	Autumn Term 2023
13	Consulted with recognised trade unions	☐Y ☒N

Contents

1. Aims and objectives

The National Curriculum for Computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology

At Griffin our vision for the computing curriculum is to embed computing in as many learning opportunities as possible, enhancing and extending children's learning across the whole curriculum. Computing is an essential part of today's modern lifestyle, so it is essential that all pupils gain the confidence and ability that they need in this subject, to prepare them for the challenge of a rapidly developing and changing technological world.

Computing is a vital life skill and children will be taught how computing has developed over time and how the skills learned within their computing lessons will develop their learning and experiences in the future, making their learning relevant to them.

2. Whole School Curriculum Ambition

At Griffin Primary School, our ambition is to provide a curriculum for all of our students designed in response to what we already know about our children. Our over-arching goal is routed in promoting a positive attitude towards learning so that children enjoy coming to school, developing our children into life-long learners. Our curriculum is designed to provide all of our children with the core knowledge that helps them to make links between their prior and new knowledge, allowing them to develop a deeper understanding and be inspired to continue their learning outside of the classroom.

We aim to provide our children with stability through a consistent curriculum provision, allowing staff to become experts and build in assessment tools. The curriculum is sequenced effectively to enable prior knowledge to be built upon both throughout and across year groups. At the heart of our curriculum there lies a respect for all of the subjects we teach and how this provides our children with an insight into the world around us.

At Griffin we teach children how to develop their behaviours and habits to become effective learners through asking questions in order to develop their curiosity. Griffin's curriculum has been developed so that our children are not afraid to make mistakes and accept ways forward as support rather than criticism.

By the time the children leave Griffin, our ambition is to ensure that they have the necessary skills in Mathematics, English and communication so that they will become positive citizens in their community and the wider world.

3. Computing Curriculum Ambition

Our ambition for the Computing curriculum is to equip pupils with the computing skills to live in the 21st Century.

- Pupils will be competent in coding for a variety of purposes.
- Pupils will know how to connect with others safely and respectfully when online.
- Pupils will use technology to communicate, gather and share information, solve problems safely using a range of applications and devices.
- Pupils will collect, organise and manipulate data effectively.
- Pupils will develop problem solving skills which can be applied to other areas of the curriculum and life beyond school

4. Computing Curriculum Implementation

The implementation of the Computing curriculum is through a number of elements, outlined below:

- LTP
- Subject schemes of work
- Year group schemes of work
- Remember when knowledge to recap prior learning
- Progression of subject specific skills
- Subject specific key vocabulary
- Sticky knowledge
- Assessment
- Teacher subject knowledge
- CPD

Computing is a core subject in the National Curriculum. Our school uses NCCE Teach Computing units of work as a basis for each year group's scheme of work.

5. Computing Curriculum Impact

- Outcomes of pupils in each year group
- Equip pupils with the skills to be successful in the technological world that we live in
- Enhance cross-curricular skills so pupils can independently apply skills they have learnt in computing to any situation and be resilient when faced with problems
- All pupils know how to stay safe online and ensure they are safe online. They also understand what to do when this might not be the case
- Pupils to be able to work collaboratively within school and beyond their school lives through the use of technology

6. Computing provision across the school

<u>EYFS</u>

Pupils in EYFS are encouraged to develop skills, knowledge and understanding that help them to make sense of their digital world. This learning forms the foundations for computing in KS1. These early experiences include asking questions about how things work, investigating whilst using a variety of age appropriate hardware and software.

We provide a range of experiences that encourage exploration, observation, problem solving, critical thinking and discussion. These activities attract the children's interest and curiosity.

<u>Key Stage 1 and Key Stage 2</u>

At Griffin Primary School we follow the National Curriculum for Computing. Pupils in Key Stage 1 and 2 follow the NCCE Teach Computing units of work which equips children to use computational thinking and creativity to understand and change the world.

Computing has deep links with Maths, Science and Design and technology. The core of Computing is computer science, in which children are taught the principles of information and computation, how digital systems work and how to put this knowledge to use in programming. Building on this knowledge children also develop skills in information technology to create programs, systems and a range of content.

Computing also ensures that children become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology.

7. Assessment of Computing

Teachers will assess children's work in Computing by making teacher assessment judgements during lessons. Work is evidenced in the class Computing evidence files on the shared area of the server. There are regular checks and moderation of the work by the Computing lead and senior leadership team.

The schemes of work include an end point statement which indicates what the final piece of work will be based upon and the skills pupils will have used to achieve this.

8. Resources

High quality resources will be used to support the teaching and learning throughout the school:

- Access to a class set of laptops
- Access to desktop computers in each classroom at Griffin Primary School.
- Interactive whiteboards are located in all classrooms.
- A variety of software and hardware to support the teaching of all subjects.
- Tablets or iPads available to all members of staff.
- Access to the Teach Computing online resources

Computing resources will be reviewed yearly, and an action plan of new equipment will be developed to enhance the use of Computing in every classroom and lesson.

9. Online Safety/Data protection

Ipads, tablets, computers etc, unless static, are stored in a secure area each night. Smaller items are locked in a cupboard/trolley. The last member of staff who was using this equipment is responsible for its safe storage. The school has an alarm system installed throughout.

Children will be taught to work in a safe manner; this will include safe use of the internet (see Online Safety policy). All electrical equipment is tested annually.

10. Security

Each computer's serial number is held on record and each computer has individual security marking against theft which is registered in the School Property Inventory. This is the responsibility of the School Business Manager.

The school network system is protected from any viruses by the use of anti-virus software and the prohibiting of the use of any home software without the permission of the Head of School. Any staff/adults who abuse school equipment or misuse the internet may face disciplinary action. IT equipment taken from the school site is the responsibility of that person and must be signed out with the School Business Manager. All laptops or mobile technology assigned to a staff member must be signed for. This information is held on their personal file until the laptop is returned.

11. Role of the Subject Leader

It is the responsibility of the subject leader to monitor the standards of children's work and the quality of teaching and learning in Computing. Monitoring may involve looking at planning, scrutinising work, lesson observations and pupil voice. Pupil voice is valued and helps to inform the vision and aims of Computing across the school, pupils are interviewed to gain an insight into the subject.

The subject leader produces an annual action plan for the development of Computing and also reviews impact termly; identifies next steps and any CPD needs. This working document is shared with Governors annually. The subject leader will also produce and narrate a presentation about their subject for the Governors bi-annually.

This policy will be reviewed every two years.