St Martin's Catholic Primary School

Computing Policy

OUR MISSION STATEMENT

Where children Love to Learn and Learn to Love.

Psalm 25:5 **Lead me in your truth and teach me, for you are the God of my salvation; for you I wait all the day long.**

Intent

At St Martin's Catholic Primary School, we recognise that technology is changing the lives of everyone. Through teaching computing, we equip our children to participate in a rapidly changing world where work and leisure activities are increasingly transformed by technology.

It is our intention to enable children to find, explore, analyse, exchange and present information. We also focus on developing the skills necessary for children to be able to use information in an effective way.

Throughout this policy, we outline how we, as a school, will deliver the requirements of the KS1 and KS2 computing programmes of study to ensure that our pupils have the digital skills they need. We aim to inspire pupils to continue to learn and apply the skills they learn at secondary school, university, and beyond in the workplace.

Vision

Technology is changing the lives of everyone. Through teaching computing here at St Martins' Catholic Primary School, we equip our children to participate in a rapidly changing world, where work and leisure activities are increasingly transformed by technology. Computing skills are a major factor in enabling children to be confident, creative and independent learners across the whole curriculum, whilst developing motivation and social skills, as well as equipping them for life in a digital era.

At St Martin's it is our intention to provide a rich, relevant and challenging computing curriculum for all pupils, which provides inspirational learning experiences and caters for different learning styles. We want our children to become digitally active individuals, who are respectful, informed and hopeful in this community and God's world.

As the children progress through Early Years to KS2, they will become increasingly confident in the application of their digital skills, by becoming communicators, collaborators and analysts. They will show imagination and creativity in their use of computing in their learning and life within and beyond school. They will develop their competence in coding for a variety of practical and inventive purposes, including the application of ideas within other subjects. They will apply information technology and computer systems with consideration of e-safety, privacy and ethics.

Roles and responsibilities

The computing coordinator is responsible for:

- Preparing policy documents and reviewing changes to the national curriculum and advising on their implementation
- Monitoring the learning and teaching of computing, providing support for staff where necessary
- Ensuring the continuity and progression from year group to year group
- Encouraging staff to provide effective learning opportunities for pupils
- Helping to develop colleagues' expertise in the subject
- Organising the deployment of resources
- Liaising with teachers across all phases
- Offer help and support to all members of staff in their planning, teaching and assessment of computing
- Communicating developments in the subject to all teaching staff
- Leading staff meetings and providing staff members with the appropriate training
- Organising, providing and monitoring CPD opportunities in the subject
- Ensuring common standards are met for recording and assessment
- Collating assessment data and setting new priorities for the development of computing in subsequent years

Classroom teachers are responsible for:

- Acting in accordance with this policy
- Ensuring progression of pupils' computational skills, with due regard to the national curriculum
- Planning lessons effectively, ensuring a range of teaching methods are used to cover the content of the national curriculum
- Liaising with the computing coordinator about key topics, resources and supporting individual pupils
- Monitoring the progress of pupils in their class and reporting this on an annual basis
- Reporting any concerns regarding the teaching of the subject to the computing coordinators or a member of the SLT
- Undertaking any training that is necessary in order to effectively teach the subject.

Curriculum

Children follow the 2014 National Curriculum for computing which sees them undertake a broad and balanced programme that takes account of abilities, aptitudes and physical, emotional and intellectual development. Children of all abilities have the opportunity to develop their skills and knowledge in each unit and, through planned progression built into the scheme of work, we offer them an increasing challenge as they move through the year groups. The 'Teach Computing' Curriculum is also used, alongside the National Curriculum, to enhance learning and ensure progression across phases and Key Stages.

Teaching and learning

The curriculum is delivered through six timetabled computing sessions each term and is integrated within all core and foundation curriculum subjects. At St Martin's Catholic Primary School, we aim to teach high quality computing through three key units (see below): computing systems and networks, digital media, and programming. Computing is taught through practical, appropriate activities which help to provide a context for learning. Children will be taught to describe key characteristics and associated processes, as well as understand and use technical terminology and specialist vocabulary. Children will undertake independent work and will have the opportunity to work in groups and discuss work with fellow classmates.

Computing	Autumn Computing systems and networks	Spring Digital Media	Summer Programming
EYFS	What is technology?	iPads	Beebots
Year 1	Technology around us	Digital Painting	Moving a robot
Year 2	IT around us	Digital Photography	Programming (Y1B)
Year 3	Connecting computers	Animation	Sequence in Music
Year 4	The internet	Editing audio	Repetition in games
Year 5	Sharing information	Video editing	Selection in quizzes
Year 6	Communication	Web page design	Variables in games

Online safety to be taught discretely during the first two weeks of Autumn term and reinforced during computing lessons. For this, we use 'Project Evolve'.

Resources

Resources for teaching the key concepts and skills of computing are stored in school. In school, we have laptops and iPads that are available for students to use during computing sessions. Any other physical computing equipment to support the delivery of the primary computing curriculum can be loaned based on availability from the local computing hub.

Assessment, recording and reporting

Throughout the year, teachers will carry out ongoing creative assessment opportunities in order to gauge whether pupils have achieved the objectives outlined in the unit. Attainment is assessed against the Teach Computing requirements and the requirements of the National Curriculum. Assessment is ongoing and is completed at the end of each unit taught. Teachers use their judgement to decide whether a child has met, or not met the objectives and records this in a working document accessible by all staff.

Assessment will be undertaken in various forms, including the following:

- Talking to pupils and asking questions
- Discussing pupils' work with them
- Observing practical tasks and activities
- Pupils' self-evaluation of their work
- Pupils' completing the Teach Computing summative assessment sheets (Key Stage 2)

Monitoring and review

This policy will be reviewed on an annual basis by the computing coordinator.

The computing coordinator will monitor teaching and learning in the subject at the school, ensuring that the content of the national curriculum is covered across all phases of pupils' education.

Any changes made to this policy will be communicated to all teaching staff.