

HIGHFIELD PRIMARY SCHOOL

COMPUTING POLICY

This policy is written in compliance with the National Curriculum 2014.

VISION

Through the Computing curriculum, our children will be enthused about learning, able to solve their own problems and are prepared for a future where technology is rich and diverse. We embed it across the curriculum as it is a relevant, important and useful subject.

AIMS

The aims at Highfield Primary School are that the children and teachers will be able to:

- Develop individual confidence in their computing capabilities.
- Enhance, enrich and extend teaching and learning across the curriculum.
- Learn computing skills that are specified within the National Curriculum.
- Stimulate an interest in technology, both within school and in the wider world.
- Use computing as a tool for learning and investigation in all subjects.
- Understand how to use technological platforms appropriately and safely.

OBJECTIVES

Pupils will be taught:

- Practical computing skills and be given opportunities to use them in meaningful contexts.
- Handling, storing and using technological platforms correctly and safely.
- How to write a simple program and change or adapt it where appropriate
- Keyboard familiarity and its controls.
- To begin to understand how the internet works.
- Online-Safety both in school and in the wider world.

Pupils will be encouraged to develop:

- Positive attitudes to computing.
- Interest, motivation, pleasure and enjoyment in the use of computing.
- Recognition of the power and relevance of computing in today's world.
- Satisfaction from a sense of achievement.
- Confidence in the ability to apply and use knowledge of computing.

Pupils will be given opportunities to reflect on:

- Everyday uses of computing and the use of programmable devices.
- Types of information, relevant to their interests, which can be stored on the computer.
- Effects of computer use on themselves, society and the community.

CURRICULUM

Presently computing is taught as a subject to develop the basic skills required. Computing will also be integrated into the programme of topics followed throughout the school. The scheme of work for Computing will outline a progression of skills and experiences which will ensure a balanced delivery across the curriculum, meeting the requirements of the National Curriculum. Use of short term planning for Computing is the responsibility of individual class teachers in conjunction with the Computing Co-ordinators. The implementation of those plans is the responsibility of the individual class teacher.

STRATEGIES FOR THE USE OF INFORMATION TECHNOLOGY

Technology is seen as a tool to be used as appropriate throughout the curriculum to support and enrich children's learning. The aim is to carry out the National Curriculum requirements by integrating computer science into the work being done in school. The guiding philosophy must be to use the computer where its speed, power, graphics or interactive potential can enhance and improve the quality of the work undertaken. There are many opportunities for making links between teaching Computing and work in other subjects. These links will be made by the class teacher(s) at the short term planning stage and reviewed accordingly.

Opportunities to set worthwhile tasks that can be completed outside formal teaching time will be used – such as collecting data and producing first drafts. Computing can enhance teaching by making learning more practical and giving access to new experiences. The children will use Computing in school to enhance and extend learning and to gain confidence and capability to use Computing in later life. The skills we hope to develop by using technology across the curriculum are:

- Communicating, presenting and exchanging information.
- Researching and handling information.
- Making things happen by controlling and monitoring events.
- Trying things out by modelling real and imaginary situations.
- Acquiring and refining the techniques we use e.g. saving, copying and checking the accuracies of input and output.

STRATEGIES FOR ENSURING PROGRESSION AND CONTINUITY

To ensure children make progress in computing:

- All children in both Key stages 1 and 2 will have an hour Computing lesson each week in the Computing Suite.
- All children in Reception will have access to technology in their classrooms.
- Suggestions and the introduction of new technologies for Computing activities will be developed by the Computing Co-ordinator and are laid down in the scheme of work. Software use throughout the school has been carefully mapped out to ensure that pupils' experiences are continuous and progressive.
- Schemes of Work will be annually reviewed by the Computing Co-ordinator to monitor the effectiveness of such activities and their impact on the progress children make.

STRATEGIES FOR RECORDING AND REPORTING

Reporting is achieved through:

- Twice a year meetings with parents during Parent's Evening.
- Annual written report at the end of the academic year.
- Computing Co-ordinator File of exemplification materials and data analysis.

TEACHING AND LEARNING STRATEGIES

The teaching of Computing is approached through:

- Individual teaching - to include one to one teaching where support or challenge is needed.
- Whole-class and large group teaching.
- Small group work - organised by comparable ability, mixed ability, friendship or randomly.
- Computing lessons in the Computing Suite, classroom or outdoor environment.

Effective teaching, regardless of the organisation to be used in the classroom, requires a wide range of techniques to be utilised by the teaching staff. These include explaining, instructing, questioning, observing, assessing, diagnosing and providing feedback.

RESPONSIBILITIES

The role of the Computing Co-ordinator is to:

- Promote Computing within the school.
- Monitor the implementation of the Computing scheme of work.
- Act as a support and catalyst for change.
- Work with colleagues in the provision of support and guidance in all matters related to Computing.
- Review and introduce new software programs and hardware as the needs arise.
- Provide a good example of the use of technologies within the classroom.
- Encourage parental involvement in Computing.
- Ensure there is equality of opportunity in the use of Computing.

The role of class teachers is to:

- Ensure competency in computer-based technology; being proactive in developing one's knowledge and understanding.
- Ensure the computing scheme of work is implemented in the classroom.
- Ensure that there is equality of opportunity in the use of computing in the classroom.
- Maintain the good condition of computing equipment within the classroom and inform the technician of any problems as soon as they arise.

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