Mossley C of E Primary School

Computing policy

Draft: January 2019

Overview

At Mossley CE Primary School we believe that computing is an integral part of preparing children to live in a world where technology is continuously and rapidly evolving. A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science and design and technology; and is used as part of our creative curriculum throughout all subjects. Computing also ensures that pupils increase their knowledge and develop their skills to become digitally literate – able to use, and express themselves and

develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Aims:

- To provide a relevant, challenging and enjoyable Computing curriculum for all pupils
- To meet the requirements of the National Curriculum programmes of study for Computing
- To use computing as a tool to enhance learning throughout the curriculum
- To equip pupils with the confidence and capability to use Computing throughout their later life
- To enhance learning in other areas of the curriculum using computational skills
- To develop an understanding of how to use Computing safely and responsibly

Inclusion:

At our school, we teach computing to all children, whatever their ability and individual needs. This is in line with the school's curriculum policy of providing a broad and balanced education to all children. Through our computing teaching, we provide learning opportunities that enable all pupils to make at least good progress. We strive to meet the needs of those pupils with special educational needs, including gifted and talented and ensure that our teaching is matched to the child's needs.

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. Early Years learning environments should feature Computing scenarios based on experience in the real world, such as in role play, where children can gain confidence, control and language skills.

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 precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Key Stage 2 pupils should be taught to:

- Design, write and debug 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
- Use logical reasoning to explain how some simple algorithms work 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
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Computing at Mossley CE Primary School

Mossley CE Primary School believes that Computing is an integral part of the Teaching and Learning across the entire curriculum.

We are a well-resourced school with a computer suite, IPads, programmable toys and interactive whiteboards to support the delivery of high quality Computing lessons. Computing is also taught through the appropriate use of a wide range of unplugged activities.

Throughout the school, children discuss moral issues related to electronic communication and develop a view about the use and misuse of technology, and they also gain a knowledge and understanding of the interdependence of people around the world.

The topics studied in Computing are planned to build upon prior learning. While we offer opportunities for children of all abilities to develop their skills and knowledge in each unit, we also build planning progression into the scheme of work, so that the children are increasingly challenged as they move up through the school.

We maintain close links with the local high school, ensuring that the transition to the Key Stage 3 curriculum is fluid whilst giving children the opportunity in Key Stage 2 to attend various computing activities as they arise.

Assessment

The pupil's work in Computing is assessed continuously throughout the topics that are taught. Each pupil has their own named folder on Student Drives, which contains pupil's work and evidence. Through assessment at certain points in each academic year, a range of abilities are targeted. Staff and pupil voice is also collated which then feeds into the ongoing action plan. Teacher assessments, including the end of year level achieved, are reported to parents in the annual reports, and assessments are passed onto the next class teacher.