CALSHOT PRIMARY SCHOOL

Computing Policy

'At Calshot we aim to provide the highest quality of learning and care for ALL children in a safe and enjoyable environment, nurturing personal values, in partnership with parents, carers and the wider community. We expect everyone in our school to strive to achieve their full potential'

Introduction

The use of Computing is a fundamental part of the curriculum and is an essential skill for everyday life. This document is a statement of the aims, principles and strategies for the use of Computing. Calshot Primary School recognises that its pupils are entitled to quality hardware and software, as well as a structured and progressive approach to the learning of the skills needed to enable them to use technology effectively.

What is Computing?

Computing refers to the DfE Programmes of Study and is a part of the curriculum that develops pupils understanding of computer science. Pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. It is important because its use is widespread in the modern technological world and is an important medium for studying at educational levels.

ICT comprises of various systems that handles electronically retrievable systems. This includes:

Hardware

- computers
- laptops
- ipads
- printers
- programmable toys e.g. Roamers
- digital cameras
- hand held camcorders (movie maker)
- digital camcorder
- audio recorders
- the Internet
- Interactive Whiteboards
- Webcams
- Digital microscope
- data logger and sensors
- calculators
- headphones and microphones

Software

- SMART Software
- word-processing and desktop publishing programs
- painting and drawing software
- multimedia presentation program
- spreadsheet and database programs

- simulations
- Subject Curriculum Programs (eg. Bug Club, Rapid Reader, Letterland)
- WELLCOMM (SEND)
- ITPs (SEND)
- Baseline (eprofile)
- virus protection

Online material

- school website
- school email accounts
- Bug Club
- Marvellous Me
- ITPs
- TT Rockstars
- Scratch
- Jolly Phonics
- Letterland

Rationale

Calshot Primary School believes that Computing should:

- Give immediate access to a rich source of materials
- Present information in new ways which help pupils understand, assimilate and use it more readily
- Help children to focus and concentrate
- Enable pupils to undertake activities which would be difficult to pursue in any other way
- Offer potential for effective collaborative working
- Motivate the pupils
- Produce creativity away from text and written based work
- Enhance the learning process across the curriculum

Aims

Our aim is to use and integrate Computing into the whole curriculum. Pupils at Calshot Primary will:

- Understand and apply the fundamental principles and concepts of computer science, including the 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 problems
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems

- Be responsible, competent, confident and creative users of ICT
- Undertake applications with confidence and a sense of achievement
- Develop practical skills in the use of ICT and develop the ability to apply these using relevant and worthwhile problems
- Understand the capabilities, implications and limitations of ICT
- Extend and enhance their learning in all subjects of the Programmes Of Study curriculum
- Have equal access and opportunities to Computing through differentiation of resources, hardware, software, teaching and learning
- Broaden their understanding of the role of ICT in society today
- Respond to new developments in technology
- Be safe using online resources and understand how to report safety concerns

Teaching and Learning of Computing

In order to equip children with the technological skill to become independent learners, the teaching style that is adopted is as practical as possible. There is direct instruction on how to use hardware or software to ensure acquisition of skills; and combine this with cross curricular opportunities to allow individuals or groups of children to use ICT to help them progress in whatever they are studying.

- In Key Stage 1 and Key Stage 2, Computing is taught as a distinct subject and is also used across the curriculum
- Computing is also included and discussed where relevant in all subject areas e.g. painting packages in Art, using websites to gain information in Humanities, filming of different scenarios in PSHE, etc.
- All classes offer children an experience of Computing
- Computer use is carefully managed so that pupils are given equal access opportunities
- As pupils progress through the school, they are given increasing control of their use of ICT, gaining growing independence in their use of Computers as a tool appropriate to any given activity

Teaching Computing as a distinct subject (Key Stage 1 and 2)

- Each Key Stage 1 and 2 class is expected to spend 1 hour per week in the ICT suite or to use the class laptops
- Classes are not timetabled, it is the responsibility of the class teacher to book a selected time within each week
- Each year group will follow topics from the Computing scheme of work (Rising Star)
- Further Computing topic work can be completed in class or the teacher may book additional time in the ICT suite

ICT in the Foundation Stage (Nursery and Reception)

- Computing skills are integrated into all subjects
- Children experience a range of Computing programs, games and systems and become increasingly confident and independent using these.

Computing in the Curriculum

- Computing is used in all subjects in the curriculum; as a teaching method using games and presentations on the interactive whiteboards, as a method of recording work and as part of the children's work e.g. using a digital microscope to observe plants/mini beasts.

Assessment for Learning

Teachers will assess their children's learning at the end of each topic in the scheme. This will be at the end of each half term. The work produced will be assessed by the teacher and levelled according to the scheme. The Computing Lead keeps these results and children are encouraged to save or print their work, which can be kept as evidence.

Equal Opportunities

All pupils regardless of race, gender or ability, will have equal access to the Computing curriculum and will have the opportunity to make the most of their own potential, within this field.

Health and Safety

It is imperative that all electrical equipment is kept in working order. To ensure the health and safety of pupils, staff and visitors, the following guidelines must be adhered to and promoted:

- Pupils are not allowed to switch on any electrical equipment at the mains socket
- Systems must not have trailing wires
- All electrical equipment must be kept away from water
- Pupils should always be supervised when using electrical equipment
- Computers and other electrical appliances will be checked on a yearly basis along with other equipment in school
- Computers where possible will be turned off at the end of the school day in order to save and preserve energy
- Pupils should not be allowed to carry equipment

- Pupils and staff must use their own Username and Password and not those of others
- Pupils must not access the Internet without being supervised by an adult
- Internet Safety through ESafety Week

Child Protection

Please refer to the school 'Acceptable Use Policy'.

This policy was prepared by C.Atterbury (Computing Lead) and adopted by the Achievement & Curriculum Committee (October 2020)