

Northway Primary and Nursery School



Policy for Computing

Date of Policy: 19th November 2021
Date approved: 25th November 2021
By: The Governing Board of Northway Primary and Nursery School

Signed:
Chair of Governors

Subject Lead:
Date of Review: 1st October 2022

Excellence, enjoyment, enrichment, progression and relevance are all key principles of our Northway Curriculum from Nursery to Year 6.



RESPECT • TRUST • COURAGE • COMPASSION • FORGIVENESS • PERSEVERANCE • HOPE

1. Statement of consideration of equalities in all policies and procedures

This policy outlines the teaching, organisation and management of Art and Design taught at Northway Primary School. The policy has been drawn up as a result of staff discussion and has the full agreement of the Governing Body. The implementation of this policy is the responsibility of all teaching staff.

2. Intent

Alms

The Northway Curriculum for computing was designed to allow children's skills and knowledge from previous years to help them in future learning. The aims of the computing curriculum is to enable that all children:-

- 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.

Objectives

It is our intention to enable children to find, explore, analyse, exchange and present information across all areas of the curriculum using skills they have learnt in computing. We also focus on developing the skills necessary for children to be able to use information in the most effective way.

In lessons pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use technology to create increasingly sophisticated programs, blogs, web-pages and apps. Computing also ensures that pupils 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.

3. Implementation

Scheme of Work

At Northway the Scheme of Work covers in increasing depth the three basic areas of computing:- Computing Science, Digital Literacy and Information Technology. Children complete three units per year in each year through the school.

Safety considerations

Children's safety is of paramount importance in Computing. Teaching children how to behave and act when using digital media and equipment is key to our teaching at Northway. They are taught procedures to follow and this information and knowledge is shared with parents.

Strategies

Teachers will utilize a range of strategies in the teaching of Computing depending on the knowledge or skills being taught.

Resources (including iPads)

Each child has an iPad and this allows children to undertake further studies outside of the classroom/school environment. There are a range of apps accessible to the children that cover topics taught and also to inspire them creatively.

Learners who need more

Teachers differentiate lessons according to the needs of their class along with implementing further opportunities to go over previous topics via cross-curricular education and vocab-driven games.

Knowledge Organisers

All pupils have access to knowledge organisers for Computing. These knowledge organisers are specific to their year group and the unit of study. They are there to support the pupil's knowledge of technical vocabulary, skills and knowledge that they will use during their unit of work.

4. Impact

Outcomes

Children have the skills and knowledge to utilise technology to solve their problems and bring to life their ideas. They can also use it safely and with thought for others.

Assessment

Children's skills and knowledge will be assessed and developed by the teacher during lessons and through critical discussion at the end of each unit as well as examination of the work produced. Assessment is done through Balance where there are a series of statements that evaluate the learning that has taken place in each unit

5. Progression within the subject

Key skills and knowledge for Computing have been mapped across the school using the National Curriculum to ensure progression between year groups. This ensures that children can revisit and build on previous learning as they move up through the school as well as developing their skills throughout the programme of study. Skills learnt and implemented in previous units are revisited and developed in future units.

6. Monitoring and Review

Design technology is monitored via multiple avenues: pupil voice, analysis of work completed, frequent deep dives and informal lesson observations and discussion.

7. Role of the pupil / parent and Subject Lead

Pupils participate in a wide range of activities through their Computing lessons. Parents are aware of children's achievements via Seesaw and through looking at examples on their iPads. The Computing lead has an overview and is responsible for assisting staff in the effective teaching of Computing as well as ensuring that new developments in technology are brought to the attention of staff. They are also responsible for the monitoring and updating of the school curriculum.