Treloweth Primary School
Computing Policy

	Signature	Date
Governor with responsibility	Mr J Hosking	**29th January, 2021**
Chair of Governors	Mrs K Monk	**29th January, 2021**
Headteacher	Mrs L May	**29th January, 2021**
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At Treloweth, we know the importance of fostering our children's passion and thirst for technology and so provide them with the skills and learning they need to become confident, capable and responsible users of a wide range of technological equipment.

The use of information and communication technology is an integral part of the national curriculum. Computing also has a positive impact on motivation and focus and ensures a flexible tool to support across all subjects. At Treloweth, we recognise that pupils are entitled to quality hardware and software and a structured and progressive approach to the learning of the skills needed to enable them to use it effectively. The purpose of this policy is to state how the school intends to make this provision.

Aims:

- To develop the understanding of how to use computing safely and responsibly (see Online Safeguarding Policy).
- Provide a relevant, challenging and enjoyable skills based curriculum for Computing for all pupils.
- **To ensure the three strands are taught: Computer Science, Information Technology, Digital Literacy.**
- To ensure that teachers are confident in delivering the curriculum.
- Meet the requirements of the national curriculum programmes of study for computing.
- Use computing as a tool to enhance learning throughout the curriculum.
- To respond to new developments in technology.
- To equip pupils with the confidence and capability to use computing throughout their later life.
- The high priority of computing is evident across the school – the subject has a high profile.

The National Curriculum:

The new national curriculum for computing aims to ensure that all pupils will develop skills in the three aspects of the new computing curriculum: computer science (software designing, developing and problem solving on

computers), information technology (using a computer in a variety of mediums) and digital literacy (keeping information safe, communication and staying safe online).

Pupils will learn to:
- Understand and apply the fundamental principles of **computer science**, including logic, algorithms, data representation, de-bugging, computer systems and communication.
- Analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.
- Evaluate and apply **information technology**, including new or unfamiliar technologies, analytically to solve problems.
- In **Digital Literacy**, children will be responsible, competent, confident and creative users of information and communication technology and understand the digital world around us and the choices they have.
- Access and utilise the internet's rich resources.
- Present information in new ways which help pupils understand, access and use it more readily.
- Demonstrate a high level of Internet Safety based around The Treloweth Techno Rules.

Equal opportunities
Teachers ensure that all pupils have equal access to the full computing curriculum.

CROSS-CURRICULAR LINKS

Throughout the whole curriculum opportunities are planned to teach, extend and promote computing. Teachers seek to take advantage of the technology available. Computing contributes to teaching and learning in all curriculum areas. For example, graphics work links in closely with work in art, and work using databases supports work in maths, while the Internet proves very useful for research in humanities subjects. Computing enables children to present their information and conclusions in the most appropriate way.

TEACHERS' PLANNING AND ORGANISATION

As the school develops its resources and expertise to deliver the computing curriculum, modules will be planned in line with the national curriculum and will allow for clear progression. Modules are designed to enable pupils to achieve stated objectives. Pupil progress will be assessed against age related objectives as working below, at or above the national expectation. Staff will follow medium term plans with set learning objectives, as set out in the national curriculum. We recognise that all classes have children with widely differing computing abilities. This is especially true when some children have access to equipment at home, while others do not. We provide suitable learning opportunities for all children by matching the challenge of the task to the ability and experience of the child. As the aims of computing are to equip children with the skills necessary to use technology to become independent learners, the teaching style that we adopt is as active and practical as possible.

A high priority for us is safeguarding children; Internet Safety is taught to every pupil across the school and is reinforced throughout all of our Computing units. Any Internet Safety issues are recorded through our rigorous Internet Safety policy and support is offered to parents/carers where necessary (see online safeguarding policy).

Links with the local Secondary School and extra-curricular clubs have been set up to ensure children excelling in computing have the opportunity to extend their knowledge and understanding through different technological devices or mediums.

<u>Resources:</u>

We have whole class sets of laptops and IPads and a wireless network throughout the school which enables us to use all devices for 'in-class' teaching of Computing. This allows for the support of learning across the curriculum and enables children to experience computing across a range of devices and subjects.

Every classroom is fitted with an interactive touch screen whiteboard, providing a highly engaging way of teaching skills and concepts in computing and across all other subjects. We encourage the use of laptops in many areas of the curriculum and provide opportunities where the children can work together on a particular skill or projects linked to other subjects.

Other resources that we have are Bee-Bots, webcams, cameras and video cameras which are used to develop a variety of skills and enhance the learning experience within Computing and across the curriculum.

We continually upgrade both our hardware and software to ensure the children have access to high quality equipment which can be used across the curriculum.

Links with the local secondary school also allow for a wealth of expertise and device experience for our children.