Individually Strong, Collectively Stronger

Computing Policy

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INTRODUCTION

Allen Edwards Primary School will provide the children with a variety of computing skills for them to be able to use in everyday life, work life and access the forever changing technology of the world.

From the National Curriculum 2014:
"Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Buildings on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. 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."

AIMS

The National Curriculum for computing aims to ensure that all pupils:

- 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."

RESOURCES

The school has 3 trolleys of laptops, different makes, which staff need to charge before use and wheel into their classroom for children to use. The laptop trolleys are located in the ICT cupboard. Every class teacher has access to a computer or laptop and an interactive whiteboard. Each machine has internet access and all the relevant applications needed to teach computing in school. The 100 Computing Lessons handbooks are in the staffroom on the book shelf to support teachers. We also have access for free to BT barefoot online which have lesson plans to take ideas from.

All the laptops are labelled with numbers and so are the slots in the trolley, it is the responsibly of staff to ensure they are put back in the matching corresponding number and chargers are put in laptops so when someone turns on the power to charge them they are actually being charged so they are really to use allowing the children to get the most from their computing session/s.

CLASSROOM PROVISION

In addition to the above there is a variety of other ICT equipment in school including; flip camera recorders, CD player, beebots and headphones. We have 4 i-Pads in school which are linked to the school network.

In Computing, teaching activities will include a variety of whole class, individual and group work, direct teaching, pupil investigation and practicing of skills. Computing is to be taught for an hour a week, focussing on a computing skill and accessed through cross-curricula activities such as: science games relating to the topic e.g. draw a picture of a stone age scene.

Teachers will spend at least 2 lessons a year on E-safety with their class, with mentions of it when felt appropriate. E-safety can also be discussed in PSHE. This is to ensure children are aware of some dangers the internet can have and how to use the internet safety, dos and don'ts.

Thinkuknow website – cyber café and other resources.
https://www.thinkuknow.co.uk/5_7/hectorsworld/

INCLUSION

All children will have access to computing lessons. In school we do have a coloured lower case letter keyboard for those who teachers feel would benefit.

ASSESSMENT AND RECORD KEEPING

If children draw pictures and print or type a piece of writing or PowerPoint this will be printed and stuck in the individual's topic book. However, each class has their own practical computing class book so if the class have used beebots, followed algorithms/instructions, scratch, simple city, 2simple or playing games, pictures should be taken and stuck in the class computing book along with an annotation of which children took part in that lesson and what the children were doing and the relevant learning objective.

SUBJECT LEADER

The subject leader will observe all staff at least once a term through class drop -ins. At the end of the year all staff will have been observed at least 3 times. The subject leader will collect the class computing evidence book at least once a half term looking for photos, written or descriptive evidence in order to monitor the coverage and quality of the subject. If staff have any concerns in areas of computing they are to inform the subject leader and they will arrange some training or support.

Reviewed: October 2017

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Headteacher Signature: Louise Robertson