Our Lady of Perpetual Succour Catholic Primary School

Computing Policy

We learn to love everyone as Jesus loves us

Intent

At Our Lady's pupils are introduced to a wide range of software on desktops, iPads and interactive whiteboards, allowing them to continually practice and improve the skills they learn. Our curriculum allow pupils to become safe, fluent and knowledgeable in working online and with digital technologies. By working together to develop digital literacy through various media, Computing nurtures pupils' collaboration skills, and builds team work. The media used helps develop pupils' skills in using technology to create, organise, store, manipulate and retrieve digital content.

Through our Computer Science lessons, programming and sequencing help develop critical thinking and analytical skills whilst encouraging pupils to use logical reasoning to predict the behaviour of simple programs.

The aims of computing are:

- To enable our staff and pupils to become competent, confident and independent users of technology
- To provide pupils with the computational skills necessary to become independent learners
- To develop a creative and cross-curricular approach to the teaching and learning of Computing
- To promote safe and sensible use of technology through a dedicated e-safety curriculum.
- To use new technologies to enable good quality teaching and learning to take place
- To ensure appropriate and equal access to technology for all children regardless of age, gender, ethnicity or ability
- To commit to the Continuous Professional Development of Computing
- To ensure our pupils take advantage of the ever quickening pace of technological change
- To provide pupils with an understanding of the role technology plays in everyday life at present and its importance in the future
- To give children opportunities to access the Computing Curriculum through home-school links.

Implementation

How is Computing Planned For?

In computing we use an adapted scheme from the National Centre of Computing Education. This splits each year group into 6 topics with 6 lessons in each. All planning is completed but teachers may choose to adapt each lesson for the needs of their class. Some topics are taught through Design Technology such as "Monitoring and Control".

Computing is split into 4 areas:

- Computing Systems and Networks
- Creating Media
- Data and Information
- Programming

In EYFS, pupils focus on use of the iPads to use technology for purpose and safely.

How is Computing taught?

Computing is taught every 2 weeks, usually in the ICT suite although some activities are offline. Lessons are delivered by the class teacher based on the planning given in the NCCE scheme. Embedded in each sequence of lessons are objectives in Online Safety. Offline lessons are used for giving background understanding for concepts relevant to the Computing Curriculum and some of the practical activities within it.

Impact

Subject leaders are continuously monitoring their subject to ensure that it meets the needs of our pupils. Senior Leaders also monitor each curriculum subject. This is done through:

- Learning walks
- Book scrutiny
- Lesson observations
- Pupil surveys and discussions
- Staff surveys and discussions.

Computing is assessed through teacher assessments. We assess children's work in computing by making informal judgements as we observe them during lessons and as we feedback on the work on the computers or in books. The class teacher is responsible for assessing all areas of computing and logging the progress of each child using O'Track to assess against each of the objectives taught. We use code.org as a guide to assess pupils in computer science as well as teacher assessments in their other computer science work.

Policy Updated: September 2022

Policy Review Date: September 2024

Appendix 1 – Computing Topic Overview

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Computing Systems and Networks: Technology around us	Computing Systems and Networks: Information Technology Around us	Computing Systems and Networks: Connecting Computers	Computing Systems and Networks: The Internet	Computing Systems and Networks: Sharing Information	Programming Monitoring and Control (taught with DT)
Autumn 2	Data and Information Grouping Data (taught with Science)	Creating Media Digital Photography	Creating Media Sequencing Sounds	Creating Media Photo Editing	Creating Media CAD Design (taught with DT)	Computing Systems and Networks: Internet Communication
Spring 1	Creating Media Drawing and Writing with Computers	Data and Information Pictograms (taught with Science)	Creating Media Stop Frame Animation	Programming Repetition in Shapes	Creating Media Video Editing	Creating Media Web Page Creation
Spring 2	Creating Media Drawing and Writing with Computers	Creating Media Making Music	Creating Media Desktop Publishing	Data and Information Branching Databases (taught with Science)	Programming Selection in Physical Computing	Data and Information Flat File Databases (taught with Science)
Summer 1	Programming Move the Robot	Programming Robot Algorithms	Creating Media Desktop Publishing	Programming Repetition in Games	Programming Selection in Quizzes	Programming Variables in Games

Summer 2	Programming Animation	Programming Programming Quizzes	Programming Events and Actions in Programs	Creating Media Audio Editing	Data and Information Introducing Spreadsheets	Programming Variables in Games