

COMPUTING POLICY



The School is committed to safeguarding and promoting the welfare of children and expects all staff and volunteers to share this commitment.

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1. Intent

The new National Curriculum states that:

*“A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. 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. Building 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.”*

At Baldwins Gate School we recognise that Computing is increasingly part of the world around us in work and home life. Computing touches our lives in many ways including communication, media, programming and control of devices and that technology is continuously changing and evolving. The intention of the Computing curriculum at Baldwins Gate is that all children are taught to become confident, competent and independent users of technology, whilst considering their safety in the digital world.

The intent of our Computing Curriculum is to develop;

- the enjoyment of working with a variety of computing resources independently and collaboratively
- confidence in coding, including understanding, creating and fixing code
- an understanding of digital systems including computers and networks
- the ability to choose and use different media including images, video, sound and text
- understanding of data storage and organisation
- the ability to use technology safely and how to keep individuals and systems safe.

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.

2. Implementation

Computing is taught in accordance with the objectives of the National Curriculum 2014 for KS1 and KS2.

At Baldwins Gate, Computing is accessed through discrete lessons and within other subject areas such as PHSE (e-safety).

2.1 Planning

Our scheme of work for Computing is adapted from the 'Teach Computing' Curriculum created by the National Centre for Computing Education (NCCE) to fit the technology available with the school. The curriculum aims to equip young people with the knowledge, skills and understanding they need to thrive in the digital world of today and the future. It uses their computing taxonomy of ten strands to ensure coverage of the curriculum.

In addition to the scheme, Baldwins Gate subscribe to Discovery Education's Coding which provides access to a structured plan of coding lessons.

A key part of the Computing curriculum is pupils' safety in relation to technology. At Baldwins Gate, we use the 'Project Evolve – Education for a Connected World' framework. The framework aims to support and broaden the provision of online safety education, so that it is empowering, builds resilience and effects positive culture change.

2.2 Resources

To help with our implementation of the computing curriculum we have a variety of hardware available, including:

- A school set of iPads
- A range of apps to support learning beyond online resources

Each classroom is provided with:

- Interactive Whiteboard
- Class iPad

Technical support is provided by our experts at Sync.

Looking ahead, we aim to expand our hardware to include data loggers and programmable controllers.

3. Impact

At Baldwins Gate we want the impact of our Computing to be that;

- Children are engaged in and enjoy their Computing lessons, whether working on their own or in groups
- They can use coding to create games, control devices or solve problems
- Children understand what different types of technology are, how they connect and interact, and how they are constantly changing
- They are able to take, edit and store photos, film, edit and produce videos, adapt sound and create music and communicate with text via email and presentations
- Children understand how to organise, store and share information and media
- They can work safely with all technology they use and know how to keep devices, data and themselves safe and secure
- Children understand the potential dangers of the online world, the importance of behaving appropriately and seeking help when needed
- Most children meet end of year expectations.

3.1 Assessment

Assessment informs the teaching and learning sequence. Formative assessment in every lesson helps teachers to identify the children who need more support to achieve the intended outcome.

At the end of strands of work, pupils will be assessed against National Curriculum targets through our online assessment tool. The subject lead will use this data, have feedback and discussions with teachers and see overviews of work to identify how the Computing Curriculum is being covered.

This will also allow the Curriculum lead to understand how Computing is embedding into the whole school curriculum, make changes where necessary and continue to grow the Computing Curriculum across the school.