Our Lady of Perpetual Succour Catholic Primary School

Computing Policy

We learn to love everyone as Jesus loves us

Intent

At Our Lady's we value the contribution that technology can make for the benefit of all pupils, staff, parents and governors. We strive to provide safe opportunities in all subjects to motivate and inspire pupils and raise standards across the curriculum. Everyone in our school community will become lifelong learners equipped to meet developing technology with confidence, enthusiasm and the skills that will prepare them for a future in an ever-changing world.

Through computing, we not only learn to use technology purposefully and effectively, but become aware of the underlying processes involved, helping us to understand how best to apply skills safely and ethically. Learning about control systems and robots increases awareness of many of the operating systems we use to manage our everyday lives.

The internet helps us to rapidly access ideas and experiences from a wide range of individuals, communities, countries and cultures.

In computing, we develop essential skills for life in a digital age, learning to apply critical thinking and problem-solving skills.

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 online 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 learning is aligned to the rapid 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

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.

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 weekly 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.

How we monitor, evaluate and assess teaching and learning in Computing:

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 2024

Policy Review Date: September 2026

Appendix 1 – Computing Topic Overview

Computing Topic Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Introduction to computing (systems and networks, data and information, creating media) taught throughout the year delivered through continuous provision and weekly computer room sessions. This will be a mix of focused and self-chosen learning using a range of technology (iPad, BeeBot, camera IWB etc)					
Year 1	Technology around Us	Digital Painting	Digital Writing	Grouping Data	Moving a robot	Programming Animations
Year 2	Information Technology Around Us	Digital Photography	Making Music	Pictograms	Robot Algorithms	Programming Quizzes
Year 3	Connecting Computers	Sequencing Sounds	Desktop Publishing	Branching Databases	Stop Frame Animation	Events and Actions in Programs
Year 4	The Internet	Photo Editing	Repetition in Shapes	Data Logging	Audio Editing	Repetition in Games
Year 5	Sharing Information	Flat file Databases	Video Editing	Introduction to Spreadsheets	Selection in Physical Computing	Selection in Quizzes
Year 6	Physical Computing	Internet Communication	Web Page Creation	Flat file Databases	Variables in Games	Sensing