Shipton Bellinger Primary School

Computing Policy

This policy is to be read in conjunction with the Teaching and Learning Policies of the school.

Rationale

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has close links with mathematics, science, and design & 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.

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.

Attainment targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Equality

In line with our SEN Policy, pupils are involved through differentiation and support through the uses of resources and adult help where necessary. Computing lessons are appropriate for all pupils.

Out of Class Activities

Through computing lessons, we aim to give children the grounding and enthusiasm to develop their computing skills further. This includes using computers in other lessons, having access to learning platforms used in school while at home and developing computing related clubs, e.g. Minecraft Club.

Assessment and Reporting

Assessment is carried out by observing children working and using the computers, by listening to their responses and by examining work produced. Checklists are given to staff throughout the year to ensure coverage of the curriculum across the school. Reporting is completed annually through a written report to parents.

Reviewed: April 2019

Headteacher……………………………… Date:

Chair of governors…………………………………. Date: