



Glen Park Primary School

Computing Policy

February 2018

This policy outlines the teaching, organisation and management of computing taught and learnt at Glen Park Primary School. The implementation of this policy is the responsibility of all the teaching staff.

RATIONALE

To inspire children by giving them a lively sense of interest and pleasure in Computing and it's practical and creative use in everyday living.

AIMS

The national curriculum for computing aims to ensure all pupils:

1. can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
2. can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
3. can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
4. are responsible, competent, confident and creative users of information and communication technology

TEACHING COMPUTING

Resources

Computing will be taught both as a discrete subject and in a cross-curricular way when the opportunity presents itself.

The Computer Suite and the PCs distributed around the school will be used to help pupils access the Computing curriculum, along with a range of other resources such as:

- programmable toys
- Cameras
- Microphones
- Music Players
- Tablets
- Interactive Whiteboards

Teaching Time

To provide adequate time for developing computing skills each class is allocated 1 hour a week in the computer suite, allowing them opportunity to use the 30 desk top computers for their learning. Computing can also be used and taught through other curriculum areas such as: English, Science, History and Geography which increases the weekly time allocation where appropriate. 16 iPads are also available, which can be booked out and used to support learning on a daily bases. Staff are encouraged to use their interactive whiteboards interactively during all other curriculum areas.

Assessment

Assessment for learning (AFL) underpins teaching and learning in Computing. Assessment of skills and knowledge will be ongoing. It will be carried out through self and peer assessment and the use of open questioning, which will give children the opportunity to justify their approaches to solving a problem and focus on what they have learned. Computing attainment will be reported to parents in the child's annual report.

Planning

At Glen Park Primary School we have chosen to use 'Switched on Computing' scheme of work as a basis for our Computing curriculum. We have changed the teaching sequence to fit with other areas of the curriculum more effectively. The lessons are designed to motivate the children from the first moment and are mainly practical based. The lessons focus on the specific areas for Computing taken from the Chris Quigley Essentials:

- To code
- To connect
- To communicate
- To collect

Cross Curricular Links

Children are encouraged to use computing to support their learning in other areas of the curriculum. Children are given opportunities throughout the day to use the Computer Suite to complete AR Reading quizzes and homework set in other curriculum areas. As part of the Abacus evolve mathematics curriculum the children are set homework to be completed using an online programme, opportunities for children to do this in the Computer suite are given where appropriate.

Equal Opportunities

All pupils, regardless of race, gender, culture or disability shall have the opportunities to develop their Computing capability. The school will promote equal opportunities for computer usage and fairness of distribution of computing resources. Children with a computer at home are encouraged to use it for educational benefit and to share their experiences in school. Parents are offered advice about what is appropriate.

Positive images of computer use by people of both sexes will be promoted. The school recognises the advantages of the use of Computing by children with special educational needs as it enhances access to the curriculum, and this in turn encourages motivation and the development of skills.

Resources

Most resources are stored in the Computer Suite. Some resources such as the Cameras, Beebots and Code-a-Pillars are stored in individual classrooms.

Review

This policy will be reviewed every two years or sooner if necessary, in line with the school's policy review programme. The Computing team is responsible for reporting to the governor's curriculum committee about the quality of its implementation and its impact on standards. In the light of this, policy amendments may be made.

To be reviewed February 2020