



Jesus said 'I have come so that you might have life - life in all its fullness' St
John's gospel Chapter 10, verse 10

Brill Church of England School

Computing Policy

Policy Reviewed	Sept '18				
Policy Owner	J.Clayton				
Signed Headteacher					
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Version	1				

Introduction:

The use of computers and computer systems is an integral part of the National Curriculum and knowing how they work is a key life skill. In an increasingly digital world there now exists a wealth of software, tools and technologies that can be used to communicate, collaborate, express ideas and create digital content. At Brill School we recognise that pupils are entitled to a broad and balanced computing education with a structured, progressive, approach to the learning how computer systems work, the use of IT and the skills necessary to become digitally literate and participate fully in the modern world. The purpose of this policy is to state how the school intends to make this provision.

Brill Schools aims are to:

- Provide a broad, balanced, challenging and enjoyable curriculum for all pupils.
- Develop pupil's computational thinking skills that will benefit them throughout their lives.
- Meet the requirements of the national curriculum programmes of study for computing at Key Stage 1 and 2
- To respond to new developments in technology
- To equip pupils with the confidence and skills to use digital tools and technologies throughout their lives.
- To enhance and enrich learning in other areas of the curriculum using IT and computing.
- To develop the understanding of how to use computers and digital tools safely and responsibly

The National Curriculum for Computing aims to ensure that all pupils:

- can understand and apply the fundamental principles of computer science, including logic, algorithms, data representation, and communication
- 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.

At Key Stage One and Two, all classes are provided with weekly computing lessons which cover the three aspects of the computing curriculum:

- Computer Science (CS) which is concerned with teaching the principles of information and computation, how digital systems work and how to use this knowledge when programming,
- Information Technology (IT) so children can evaluate and apply information technology, including new technologies, analytically to solve problems.
- Digital Literacy (DL) which ensures that pupils are able to use and express themselves and develop their ideas through information and communication technology.

Early years:

It is important in the Early Years Foundation Stage (EYFS) to give children a broad, play-based experience of IT and computing in a range of contexts, including off-computer activities and outdoor play.

Computing is not just about computers. At Brill School we ensure that the children in the EYFS are given opportunities to engage with scenarios based on experience in the real world, such as in role play. Children gain confidence, control and language skills through opportunities such as 'programming' each other using directional language to find toys/objects, creating artwork using digital drawing tools and by controlling programmable toys. Outdoor exploration is an important aspect and using digital recording devices such as video recorders, cameras and microphones can support children in developing communication skills.