

Computing Policy

Introduction

At Fullwood Primary School, we are committed to providing outstanding education in the field of Computing. This policy outlines our approach to this subject, reflecting the expectations and guidance based on the 2014 National Curriculum in England.

Aims and Objectives

Our aims and objectives for Computing are as follows:

1. To provide a stimulating and challenging curriculum that promotes the development of computational thinking, creativity, problem-solving, and digital literacy skills.
2. To ensure that all pupils understand the principles and concepts of computer science and can apply them effectively in different contexts.
3. To equip pupils with the necessary knowledge and skills to keep themselves safe when using technology, including appropriate behavior and responsible use of the internet.
4. To develop pupils' understanding of how technology is used in the wider world and its impact on society, including ethical considerations.
5. To foster a positive and inclusive learning environment where all pupils can engage with technology and develop confidence in their abilities.

Curriculum Content

Computing and Computer Science

The Computing and Computer Science curriculum at [School Name] covers the following areas:

1. Programming and Algorithms: Pupils will learn to design, write, and debug programs using a range of software tools and programming languages appropriate to their age and ability.

2. **Data Representation and Handling:** Pupils will develop an understanding of how data is stored, represented, and manipulated using binary, including databases and spreadsheets.
3. **Hardware and Software:** Pupils will explore the different components of a computer system, including input and output devices, and understand how they work together.
4. **Networks and the Internet:** Pupils will learn about the internet, its structure, and its uses, as well as the importance of online security and safe online behavior.
5. **Communication and Collaboration:** Pupils will use a range of digital tools and platforms to communicate, collaborate, and share information effectively and responsibly.
6. **Digital Literacy:** Pupils will develop skills to critically evaluate information sources, understand online advertising, and be aware of the risks and benefits associated with social media and online platforms.

Digital Media and Information Technology

The Digital Media and Information Technology curriculum at [School Name] covers the following areas:

1. **Multimedia Creation:** Pupils will learn to create and edit a range of digital media, including images, audio, and video, using appropriate software tools.
2. **Information Handling:** Pupils will develop skills to effectively search for, select, evaluate, and present information from digital sources, considering accuracy, reliability, and relevance.
3. **Data Protection and Privacy:** Pupils will understand the importance of protecting personal data, respecting copyright laws, and respecting the privacy of themselves and others.
4. **Emerging Technologies:** Pupils will explore and evaluate the impact of emerging technologies, such as artificial intelligence and virtual reality, on society and consider ethical implications.

Online Safety

At [School Name], we prioritize online safety and ensure that pupils are equipped with skills and knowledge to navigate the digital world safely. Our approach includes:

1. A comprehensive program of age-appropriate online safety education, delivered through specific lessons, assemblies, and workshops.

2. Regular discussions about online safety as part of the curriculum, enabling pupils to understand the importance of responsible online behavior and how to protect themselves and others.
3. Collaboration with parents and guardians through regular communication, providing guidance on online safety practices, and encouraging open conversations.

Monitoring and Assessment

To ensure the effective implementation and impact of our Computing, Digital Media, Computer Science, Information Technology, Online Safety, and Data Handling policy, we use the following strategies:

1. Regular monitoring of lesson delivery through lesson observations and learning walks, conducted by senior leaders and subject coordinators.
2. Pupil progress and attainment tracked through formative and summative assessments, using appropriate assessment strategies, including practical tasks and project work.
3. Regular reviews of the policy and curriculum content to ensure alignment with current guidance and best practices in the field.
4. Feedback received from pupils, parents, and staff through questionnaires and focus group discussions.

Summary of Expectations

1. A well-structured and ambitious curriculum that covers all areas of Computing, Digital Media, Computer Science, Information Technology, Online Safety, and Data Handling specified in the 2014 National Curriculum.
2. Clear progression and continuity in the development of key skills and knowledge throughout the primary years.
3. Effective assessment and monitoring systems to track pupil progress and identify areas for improvement.
4. A strong emphasis on online safety, including age-appropriate education, collaboration with parents, and an inclusive approach that promotes safe and responsible online behavior.
5. Opportunities for pupils to engage with real-world applications of technology and develop digital literacy skills to prepare them for the digital age.
6. Regular review and evaluation of the policy and curriculum content to ensure alignment with current guidance and best practices.

By adhering to these expectations, we aim to provide an outstanding Computing education at Fullwood Primary School that empowers and prepares our pupils for the digital world.

Reviewed By Kenneth Luequee September 2023