

St Lawrence C of E (Aided) Junior School

Computing Policy

Introduction

At St Lawrence we believe that computing is changing the lives of everyone. Through teaching computing we equip children to participate in a rapidly-changing world where work and leisure activities are increasingly transformed by technology. We enable them to find, explore, analyse, exchange and present information. We also focus on developing the skills necessary for children to be able to use information in a discriminating and effective way. Computing skills are a major factor in enabling children to be confident, creative and independent learners.

Aims and Objectives

- to develop computing capability in finding, selecting and using information
- to use computing for effective and appropriate communication
- to monitor and control events both real and imaginary
- to apply hardware and software creatively and appropriately
- to apply their computing skills and knowledge to their learning in other areas
- to use their computing skills to develop their language and communication skills
- to explore their attitudes towards computing and its value to them and society in general. For example, to learn about issues of security, confidentiality and accuracy
- to develop skills in using coding to give instructions

Teaching and learning style

At St Lawrence each pupil has a computing lesson every week. As the aims of computing are to equip children with the skills necessary to use technology to become independent learners, the teaching style that we adopt is as active and practical as possible. Whilst at times we do give children direct instruction on how to use hardware and software, the main emphasis of our teaching in computing is for individuals or pairs of children to use computers, iPads and laptops to help them in whatever they are studying. For example, children might research a history topic, such as "The Romans" by using the internet, or they might investigate a particular issue. Maths classes might use the computer to model a problem or to produce or analyse data. We encourage the children to explore ways in which the use of computing can improve their results; for example, how a piece of writing can be edited or how the presentation of a piece of work can be improved by moving text and adding graphics etc.

Teachers and pupils also have access to a Virtual Learning Environment (VLE). Through the VLE teachers will be able to deliver lessons and easily direct pupils to specific websites or learning opportunities in any aspect of the curriculum. The VLE also offers teachers the ability to set tasks to be completed and submitted online

from school or from home. Feedback from these tasks can be instant or individually tailored at a later stage. Parents will also be able to access the VLE to monitor their children's work and progress.

We recognise that all classes have children with widely differing computing abilities. This is especially true when some children have access to computers at home, while others do not. We provide suitable learning opportunities for all children by matching the challenge of the task to the ability and experience of the child. We achieve this in a variety of ways, by:

- setting common tasks which are open-ended and can have a variety of responses;
- setting tasks of increasing difficulty;
- using teaching assistants to support the work of individual children or groups of children.

Computing curriculum planning

The school follows the national curriculum 2014 work for computing as the basis for its curriculum planning. We carry out the curriculum planning in computing in two phases (medium-term and short-term). Our medium-term plans, which we have adopted from the guidance in the national curriculum, give details of each skill set for each term. The computing subject leader is responsible for keeping and reviewing these plans.

Coding is taught in a variety of stages using both computers and written resources.

The teachers in each year group are responsible for writing the short-term (weekly) plans with the computing component of each lesson, using the existing short term planning on Espresso. These weekly plans list the specific learning objectives of each lesson. The class teachers keep these individual plans and the computing co-ordinator monitors them.

The topics studied in computing are planned to build upon prior learning. While we offer opportunities for children of all abilities to develop their skills and knowledge in each unit, we also build planned progression into the scheme of work, so that the children are increasingly challenged as they move through the school.

The contribution of computing to teaching in other curriculum areas

Each classroom has a computer connected to the network. Computing is regularly used in maths and English lessons and our aim is that it should contribute to teaching and learning in all curriculum areas. The school has two sets of laptops and 64 iPads that can be used in the classroom to additionally support both the computing curriculum and other subject areas. These have full internet access enabling interactive learning to take place on every table in the classroom. Assemblies are regularly supported by displayed material on a dedicated laptop and projector in the school hall.

Equal Opportunities

All children of any age, gender, race, disability or with special educational needs, have equal access to the facilities provided in the school, or they will be provided with specialist computing equipment to enable access to the computing curriculum e.g. specialist keyboards or monitors if needed.

Assessment and recording

At St Lawrence we review the children's progress at the end of each half term. Each class teacher is responsible for keeping a hard copy of evidence in the designated section in the assessment folder. This demonstrates the expected achievement in computing for each age group in the school.

Monitoring and reviewing

The monitoring of the standards of the children's work and of the quality of teaching in computing is the responsibility of the computing subject leader. The computing subject leader is also responsible for supporting colleagues in the teaching of computing, for keeping them informed about current developments in the subject and for providing a strategic lead and direction for the subject in the school. The computing subject leader gives the headteacher an annual summary report in which the subject leader evaluates the strengths and weaknesses in the subject and indicates areas for further improvement. This is also shared with the Governors.

Last review date: July 2018
Next review date: July 2021