COMPUTING

Written / reviewed by	C Butterworth
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Headteacher	*R Hammond*
Chair of Governors	*J Goodwin*

The aim of this policy is to set out the school's vision, aims and strategies for the teaching and learning of Computing at Friezland. It is the basis for the development of Computing in our school for the next three years. This policy is regularly reviewed against the Local Authority's and national guidance, and updated as necessary. It should be read in conjunction with other relevant school policies such as the Safeguarding and the E-Safety policies.

Curriculum Intent Statement:

'A Family Committed to Making a Difference'

At Friezland Primary School we aim to develop well-rounded, resilient individuals who demonstrate mutual respect and tolerance and who have a positive impact on their community and the wider world. Our Curriculum is designed with this in mind. We aim to encourage a life-long love of learning and develop skills for life through the delivery of exciting, challenging and stimulating experiences within and beyond the classroom.

Our intention for the teaching of Computing at Friezland is that every child should have the right to a curriculum that champions excellence; supporting pupils in achieving to the very best of their abilities. We understand the immense value technology plays not only in supporting the Computing and whole school curriculum but overall in the day-to-day life of our school. We believe that technology can provide: enhanced collaborative learning opportunities; better engagement of pupils; easier access to rich content; support understanding of new concepts and can support the needs of all our pupils.

Our overall aims for Computing at Friezland are to:

- Provide an exciting, rich, relevant and challenging Computing curriculum for all pupils.
- Enthuse and equip children with the capability to use technology throughout their lives.
- Instil critical thinking, reflective learning and a 'can do' attitude for all our pupils, particularly when engaging with technology and its associated resources.
- Teach pupils to become responsible, respectful and competent users of data, information and communication technology.
- Teach pupils to understand the importance of governance and legislation regarding how information is used, stored, created, retrieved, shared and manipulated.
- Equip pupils with skills, strategies and knowledge that will enable them to reap the benefits of the online world, whilst being able to minimise risk to themselves or others.
- Use technology imaginatively and creatively to inspire and engage all pupils, as well as using it to be more efficient in the tasks associated with running an effective school.
- Provide technology solutions for forging better home and school links.

Implementation

Curriculum

Friezland's Computing curriculum is based on a 2-year cycle and spans from Year 1 to Year 6 (see appendix 1). It is designed to fulfil the requirements of the KS1 & KS2 Programmes of Study, and to provide learning experiences that engage, enthuse and motivate all of our learners. We use the Teach Computing Curriculum which ensures the progression of skills and knowledge as well as incorporating technology wherever possible in a cross-curricular approach. Elements of the Computing curriculum are also embedded through our PHSE curriculum such as online safety.

Teaching & Learning

All our children take part in a variety of Computing lessons. In Early Years the children are exposed to technology as they learn and understand the world around them. They learn about internet safety and have the opportunity to develop their computing skills during independent learning and teacher-led computing lessons.

In Key Stages 1 and 2 Computing is taught through discrete lessons and also in a cross-curricular manner. Units of work are mapped out and the technology and resources for each are based on Teach Computing Curriculum, with the additional use of technologies such as ipads, microphones and Beebots. Our curriculum is based on a 2-year cycle for mixed age classes and ensures that children are provided with opportunities to revisit topics and build on their skills in order that all children are supported and also challenged. We use 4 topics to organise our curriculum as follows:

- Computer Systems and Networks
- Programming
- Creating Media
- Data and Information

In terms of embedding Computing learning across the curriculum, at Friezland we believe that teachers should be flexible and adapt planning to incorporate Computing skills where possible. The Co-ordinator will also highlight opportunities for this and identify any necessary resources. We believe an immersive classroom enhances the children's learning and that the use of individual iPads in classrooms enables independent learning. It encourages research and allows for the creative use of computer technology in all subjects. Smartboards are in all classrooms and are used as a teaching and learning resource across the curriculum.

Assessment

Assessment in Computing is primarily to inform and support teaching and learning, enabling the class teacher to refine planning to best meet learner needs. During lessons, the class teacher, where appropriate, will unobtrusively record evidence of particular competences as they emerge in the course of teaching and learning. Pupils' work will be recorded in various ways including in online portfolios and through photographs which will be an additional source of ongoing evidence of progress. Children's progress and attainment will be measured against the Key Assessment criteria for Computing.
For reporting purposes, each year, and in line with the reporting arrangements for all other subjects, the pupil's individual achievement with respect to the objectives in the Key Stage 1 & 2 Programmes of Study will be communicated to parents. Our standard school wording for progress will be used: Working below, working Towards, Achieved Expected Standard.
For the purposes of transition, we have well-established lines of communication with receiving secondary schools and an opportunity to share pupil's attainment in Computing and any additional comments.

Equal Opportunities

Provision is made for all pupils regardless of ability, disability, special educational need, medical condition, gender, faith or ethnicity and reasonable adjustments are made in a range of ways. All children have a right to be treated equally and the school will take measures against those who do not abide by this ethos. We place particular emphasis on the flexibility technology brings to allowing pupils to access learning opportunities, particularly pupils with SEN and disabilities. With this in mind, we ensure additional access to technology is provided throughout the school day and in some cases beyond the school day where appropriate. Every opportunity is taken to recognise and celebrate pupils' abilities in Computing.

Subject leadership

Friezland's Computing Co-ordinator, in conjunction with the Headteacher, leads the provision of Computing within the school. The Computing Co-ordinator is responsible for:

- developing a computing curriculum which allows substantial progress to be made across the school.
- leading teaching and learning.
- monitoring and evaluating standards of Computing teaching and learning across the school.
- managing the resources, which support curriculum delivery.
- implementing arrangements for assessment in Computing and overseeing the recording and reporting of pupil progress.
- managing the professional development needs of other teachers involved in the delivery of Computing.

Monitoring & Evaluating

Policy and practice is monitored and evaluated on a regular basis in accordance with the school development planning cycle. The provision will be monitored by the subject co-coordinator in conjunction with the Headteacher and Governing Board. Monitoring may take the form of peer to peer observations, planning or work scrutinies. Feedback will be given to all staff along with recommendations to inform future policy, planning and practice. Professional development of the coordinator will be maintained to ensure that new initiatives and curriculum updates are fed back to staff and incorporated into regular practice.

Data Protection Statement

The procedures and practice created by this policy have been reviewed in the light of our Data Protection Policy. All data will be handled in accordance with the school's Data Protection Policy.

Data Audit for the Computing Policy					
What?	**Probable Content**	**Why?**	**Who?**	**Where?**	**When?**
Pupil assessment data	Name D.O.B. Teacher Assessment data	Monitor a child's progress and identify next steps Well-Being of Your Child	All Staff (as necessary)	Staff electronic records Data is deleted / shredded as necessary	Held on File throughout a child's time at school Key data is passed onto a new School when moving on Some data is archived until the child is 25 (e.g. SEND pupil)

As such, our assessment is that this policy:

Has Few / No Data Compliance Requirements	Has A Moderate Level of Data Compliance Requirements	Has a High Level of Data Compliance Requirements
	✓	

This policy will be reviewed every three years or sooner if legislation / school assessment systems change.

Appendix 1

Friezland Primary School

Teach Computing Long Term Plan

Year Group	Cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1/2	A	Grouping Data Google Slides	Moving a Robot BeeBots	Digital Writing j2e write	Pictograms j2data	Robot Algorithms BeeBots	Digital Music Chrome music lab??
	B	Technology Around Us Paintz.app	Programming Animations Scratch Junior	Digital Painting Seesaw drawing tool??	IT Around Us Google Slides	Programming Quizzes Scratch Junior	Digital Photography iPad camera
3/4	A	Branching Databases j2data Branch	Sequencing Sounds Scratch	Events and Actions in Programmes Scratch	Data-logging Datalogger	Desktop Publishing Canva.com	Lessons 2-6 Repetition in Games Scratch
	B	Connecting Computers Paint program	Repetition in Shapes FMS Logo/ Turtle Academy	Stop Frame Animations iMotion	The Internet Websites	Photo Editing Paint.NET	Audio Production Garageband
5/6	A	Flat-file Databases j2data Database	Selection in Quizzes Scratch	Vector Graphics Google drawings/ Publisher	Spreadsheets Google sheets/Excel	Variables in Quizzes Scratch	3D Modelling Tinkercad
	B	Systems and Searching Google Slides	Selection in Physical Computing Adapted for Scratch by Sheffield CLC	Video Production iMovie	Communication and Collaboration Google Slides	Sensing Movement Micro:Bits	Web Page Creation Google sites

Key

Teach Computing Unit

Software/Hardware