



Silverhill Primary School  
Policy for Computing

Curriculum

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### **Strategic Management**

The Computing policy will form the basis for the development of Computing in the school over the next 3 years. Reference is made to the School's Assessment, Internet and E-safety and Health and Safety policies.

### **Introduction**

Computing is concerned with how computers and computer systems work, and how they are designed and programmed. Pupils studying computing will gain an understanding of computational systems of all kinds, whether or not they include computers. Computational thinking provides insights into many areas of the curriculum, and influences work at the cutting edge of a wide range of disciplines.

### **Computing Vision**

- To equip all learners with the experiences and skills of Computing that they will use in a rapidly changing technological world.
- Learners in our environment will be confident and independent in their use of Computing to solve problems across the curriculum.

### **Aims**

The school's aims are to:

- Provide a relevant, challenging and enjoyable curriculum for Computing for all children
- Meet the requirements of the National Curriculum Programmes of Study for Computing
- Use Computing as a tool to enhance learning throughout the curriculum
- To respond to new developments in technology

Our aim is to produce learners who are confident and effective users of Computing. We strive to achieve this by:

- Helping all children to use Computing with purpose and enjoyment
- Help all children understand how computers and computer systems work.
- Helping all children to develop the necessary skills to exploit Computing
- Helping all children to become autonomous users of Computing
- Helping all children to evaluate the benefits of Computing and its impact on society
- Meeting the requirements of the NC and helping all children to achieve the highest possible standards of achievement
- Using Computing to develop partnerships beyond the school
- Celebrating success in the use of Computing

### **Organisation**

#### **Curriculum**

- All children will have a skills taught Computing lesson once a week, which is then further embedded throughout its inclusion in the wider curriculum.
- The school believes that progress in Computing is promoted through regular access and use of technology in a wide range of situations, relevant to the task.

- Long term planning demonstrates coverage and progression of the key objectives for Computing.
- Opportunities for embedded Computing as a tool to support learning and teaching are identified in curriculum planning

### **Access and deployment**

Computing network infrastructure and equipment has been sited so that:

- Each class has access to a bank of 16 wireless laptops and a further 6 netbooks.
- Each class has access to a bank of 18 Google Nexus Tablets.
- The school has 15 Raspberry Pi computers for teaching the programming elements of the curriculum.
- Each class has an Interactive Whiteboard.

### **Planning, assessment, recording and reporting**

- The school has purchased and follows the Rising Stars 'Switched On Computing' scheme of work for use in KS1 and KS2.
- Switched On Computing is used for all short and medium term planning and assessment.
- For each unit of work, learning objective overviews can be found in children's books. Pupils will use these as a self-assessment tool. Teachers will use these to identify individual achievements and progress.
- Children's work is recorded either in Topic books or through the use of a digital portfolio.
- Progress in Computing is reported on in the pupil's annual report

### **Equal Opportunities**

- All children should have equal access to Computing in order to develop their personal capability.
- When children are working in groups, we endeavour to ensure that their hands-on experience is equitable.
- We check CD-ROMs, software and documentation to ensure that gender and ethnicity are reflected in a balanced way without stereotyping.
- The SENDCo and Computing co-ordinator jointly advise teachers on the Computing support which can be provided to individual children with particular educational needs, including high ability pupils.
- Where appropriate, an external specialist is used to assess a child's specific needs.
- Children with a computer at home are encouraged to use it for educational benefit and parents and pupils are offered advice about what is appropriate.

### **Teaching and learning styles**

Teachers are expected to employ a range of strategies and to use their professional judgement to decide on the most appropriate way to deliver the Computing Curriculum. These will include:

- Using the computer to demonstrate to a group of pupils or the whole class
- Leading a group or class discussion about the benefits and limitations of Computing
- Individual or paired work
- Collaborative writing and design work in groups
- Where one pupil is used to demonstrate or teach a skill to others, the teacher must feel confident that this is of benefit to all those involved
- Groups will be selected to ensure that all children are equally active and involved in the task and that all have equal access to the computer equipment
- Activities using Computing are planned in order to allow different levels of achievement by pupils or to incorporate possibilities for extended work
- Teachers are expected to intervene where appropriate to reinforce an idea or teach a new point.

### **Resource Management - Human**

#### **Professional development**

- An annual Computing skills audit will be carried out by Mercury and Computing Co-ordinators and appropriate training will be provided through Computing sold services.
- Sharing good practice will ensure teachers are kept up to date with new developments as well as any practice which will enhance learning and teaching.
- Termly staff meetings will take place to address on-going training needs.

### **Technical support**

- Network technical support will be provided through a support contract with Mercury AVS Ltd

### **Resource Management – Physical**

- All Computing equipment is listed in the Computing inventory and is subject to Computing action plan and Computing 3 year Development Plan.
- Computing equipment will be stored in the Computing area and must be returned after use.
- Any new purchases will be procured through discussion with staff, following skills audits and according to the School Strategic Plan within the Computing budget allocation.

### **Coordination and Management**

- The Headteacher has overall responsibility for the delivery of the National Curriculum which includes Computing.
- The Class Teacher is responsible for planning Computing activities to ensure there is appropriate Computing experience for their pupils in line with the school's policies and schemes of work.
- Miss Caitlin Downs is the Computing co-ordinator and will be responsible for producing a Computing Development Plan, a Computing Action Plan and for the implementation of the Computing policy across the school.
- Progress of the plan will be monitored and reported in the Headteacher's report to Governors.
- A governor will be invited to take a particular interest in Computing in the school.
- Pupils may use Computing independently, in pairs, in a group, work collaboratively or with a teacher.
- The Computing coordinators/System Administrator will be responsible for day to day management of the system
- Any problems should be reported in writing (e-mail) to Mercury help desk.

### **Administrative Systems**

- The school administration will remain separate from the curriculum system with access only available from the school office

### **Internet and E-Safety**

See E-Safety policy.

### **Health and Safety**

See Health and Safety policy

### **Environmental disposal**

Obsolete equipment is written off from the school inventory with the permission of the governors and is disposed of in line with Derby City's environmental disposal policy