



For every child to meet their potential and 'live life in all its fullness.' John 10:10.

Policy: IT & Computing Policy

Intent

At Hindsford CE School, we value the contribution that IT and Computing can make for the benefit of all pupils, staff, parents and Governors. We strive to provide safe IT and Computing opportunities in all subjects to motivate and inspire pupils and raise standards across the curriculum. It is our intent that everyone in our school community will become lifelong learners, equipped to meet developing technology with confidence, enthusiasm and the skills that will prepare them for a future in an ever-changing world.

Our IT and Computing curriculum aims to enable our staff and pupils to become competent, confident and independent users of technology and therefore independent learners; to allow children to access a creative and cross-curricular approach to teaching and learning of technology; to promote safe and sensible use of technology through a dedicated e-safety curriculum; to use new technologies to enable good quality teaching and learning to take place; and to ensure appropriate and equal access of IT and Computing for all children regardless of age, gender, ethnicity or special educational need. With technology playing such a significant role in society today, our curriculum is designed to develop 'Computational Thinking' so that children are fully able to participate in this digital world. Computer Science is at the core of the curriculum with pupils at Hindsford CE Primary being introduced to a range of technologies, ensuring that they become digitally literate at a suitable level for the future workplace. Logic, algorithms and data representations are a key element of the curriculum at Hindsford, in addition to the teaching of computer programming and the use of technology to solve problems and communicate ideas.

Implementation

Specific IT and Computing lessons are timetabled weekly in the Computing/Media suite. During these sessions, children have access to their own computer/tablet, the immersion room and media equipment. These sessions cover the skills and experience required to develop IT and Computing capability through the school's scheme of work which is summarised by a progression of skills for Years 1 to 6. Each Computing lesson assesses children's prior understanding and skills and aims to build on this, taking learning on to the next stage of development. As much as possible, the teaching of IT and Computing is done through cross-curricular subject links. Teachers ensure the teaching of IT and Computing is evident within all areas of the curriculum thus creating explicit cross-curricular links.

In the Early Years, children have the same access to a Computing weekly session which focuses on the Early Learning Goal Technology. Learning about technology is deepened with children in Reception so that they have a basic understanding of algorithm, use of the internet and the parts of a computer/i-pad and their different functions. Additionally, children in the Early Years are taught the fine motor skills to effectively use technology. Running alongside this learning is an introduction to internet safety.

Within classrooms, the use of technology is evident: there are Interactive C-touch screens in every classroom, which are used throughout the day for whole class teaching in all subjects. C-touch screens are linked to a whole school network with its shared work area, and to the wider internet. Portable equipment, such as i-pads, ensures that technology can be transported in to the classroom to support wider curriculum areas whilst consolidating core elements of the Computing curriculum.

Film making is an important part of the implementation of the Computing curriculum with children having the opportunity to develop skills relating to the combining of digital media and software to present learning.

Impact

The impact of the curriculum is measured by:

- A reflection of the standards achieved against the planned outcomes
- Discussions with children to ascertain their understanding of basic computer science
- Regular lesson observations and learning walks
- Children's application of technology in wider areas of the curriculum
- Children's ability to discuss their understanding of internet/online safety
- The maintenance of an electronic portfolio by the Curriculum Leader demonstrating examples of work and a digital scrapbook referenced to each area of computing on the school network.
- Pupil participation throughout the year in IT and Computing clubs on offer, particularly those at an advanced level
- Films produced by children

Developing & Monitoring the IT and Computing Curriculum

The Headteacher and Computing Curriculum Leader are responsible for ensuring there is an IT and Computing Policy and that it is implemented. The Computing Curriculum Leader is responsible for Mapping the Scheme of Work and for liaising with other curriculum leaders to map the delivery of further IT and Computing in learning and teaching across the curriculum.

Health & Safety/Security

In order to keep our school computers virus free, we use anti-virus software, no software from home will be installed on school computers. Pupils bringing in work on portable devices must have them scanned first or saved. Where teachers are transferring files between their home and school, their first choice should be to log on to the school network remotely they must have up to date virus protection software on their home computers. All disks and USBs must be scanned before use. Sophos is installed on all computers in school

Immersion Room

Hindsford has an immersion room in school, children and staff should follow the rules on the use of the room.

- The fire door must be pointed out
- No more than 40 children and staff in the room
- Equipment to be respected
- Temperature controlled
- All disks, pen drives are to be scanned with anti-virus software before use
- All problems to be reported to Mrs. Swanton

Home Links

The children have access to a wide variety of resources that enable them to continue their learning of IT and Computing at home. Currently the children have access to: Purple Mash, and a range of resources made available through the school blog site. Through these the children are able to complete set tasks and save their work virtually so that it can be shared both in school and at home with teachers and parents.

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