

Ryhope Infant School Academy

Computing Policy

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**Our Vision**

When planning and teaching computing at Ryhope Infant School Academy, we know that it is an essential part of the curriculum; a subject that not only stands alone but is woven throughout teaching and learning across the whole curriculum.

Computing, in general, is a significant part of daily life and children should be at the forefront of new technology, whilst being encouraged to explore and build upon previous knowledge and skills. We intend provide a wealth of learning opportunities and transferrable skillsexplicitly within Computing lessons and across other curriculum subjects.

**Our Intent**

* To produce learners that can successfully access a range of technologies
* Gain experience of programmes they may require an aptitude for in later life.
* Ensure computing lessons in school observe progression.
* Our EYFS will provide a foundation for children’s computing skills and understanding, by exploring age appropriate resources. Although Technology is no longer an EYFS Goal we still believe that it is vital that children are exposed to this.
* To teach children appropriate technical vocabulary that will enable a good understanding of digital resources
* Continually upskill and develop teacher subject knowledge as technology changes.
* Invest in up to date technologies and software to support teaching and learning.

**Curriculum aims:**

When children leave us in Y2 we want them be confident with:

***Programming and algorithms***

* understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
* create and debug simple programs

***Understanding the application of IT***

* use logical reasoning to predict the behaviour of simple programs
* use technology purposefully to create, organise, store, manipulate and retrieve digital content
* recognise common uses of information technology beyond school

***Safety and appropriate use***

* use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

**Implementation**

In the modern world, technologies play an integral part. We need our children to build essentials skills and knowledge as they move through school. This will enable them to participate effectively and safely in the digital world beyond our gates.

Our Long Term plan sets out the technical vocabulary, key skills and knowledge, programmes and experiences that will enable skills progression from Nursery to Year 2. EYFS now has no Early Learning Goal for Technology but we still fully encourage children to have opportunities to begin to develop early programming and thinking skills. We do this through the use of age appropriate toys and games that offer hands on experience.

The curriculum will be delivered through a combination of whole class teaching, group or paired work and opportunities for children to practise and gain confidence in Computing. Where relevant cross curricular links will be made, using technology to support learning whilst embedding key skills.

Children will have access to a range of resources which includes our computer suite, netbooks, iPads, programmable equipment and software to support knowledge and skills development. We have home and school access to ‘Education City’ and we make use of ‘Phonics Play’ and other online software that supports learning. They will be taught how to save own work into online files on the school server.

**E-Safety**

We have a thorough E-Safety Policy which is regularly updated and is shared with staff, pupils, parents and key stakeholder.

E-safety rules are posted in all classrooms and discussed with the pupils at the start of each year and then as appropriate. Pupils are informed that network and Internet use will be monitored.

We take part in the yearly Internet Safety Day, whereby we share information with parents, making use of the work packs and information on the ‘Think you Know’ website.

*Please see our E-Safety policy for more information.*

**Inclusion and diversity**

We recognise that children can vary in their confidence and knowledge of techniques. This may be a result of not having access to IT at home or it may be down to ability levels. We try to provide suitable learning opportunities for all children in all year groups.

We achieve this by:

* Setting common tasks which are open ended and can have a variety of responses;
* In a collaborative task; pairing children, e.g. a more able with a less confident child.
* Using additional adults to support the work of individuals or small groups.

**Supporting British Values**

At Ryhope Infant Academy we demonstrate the following values:

* **Democracy** - We listen to everyone’s ideas to form a majority. We use computing devices collaboratively.
* **Rule of Law** - We aim to develop knowledge of lawful computing behaviours. We demonstrate respect for computing and copyright laws.
* **Individual Liberty** - We take responsibility for our computing behaviours. We promote E-Safety and responsible use of IT.
* **Respect and Tolerance -** We show respect for other cultures when undertaking research using computing devices. We provide opportunities for all children regardless of background to achieve in computing.

**Responsibilities**

**Class teachers are responsible for:**

* Incorporating IT where possible when planning classroom activities. Planning differentiated lessons to cater for all ability levels and individual needs.
* Teachers assess children’s work in computing by using ongoing assessment primarily through observation and discussion.
* Children receive verbal, immediate feedback in terms of the positive elements of their work and improvements are identified together with the children, ensuring children are aware of the next steps and how they can progress in their learning.
* Utilise the range of IT available in school.
* Recognising and dealing with common faults that can arise when using hardware/software.
* Maintain own knowledge and skills of computing in accordance with educational developments.
* Ensure children are responsible and respectful when using IT.
* Report any issues to the Computing Lead or School Business Manager.

**Parents as Partners**

Teachers will consult with parents on a termly basis and ensure parents have up to date information on their child’s progress and attainment. Teachers will also offer parents suggestions of how they can support their child at home and what their child’s next steps in learning are.

School will support parents with online safety for their children in the home, sharing relevant safety information on our social media outlets, school DoJo and Website.

We are also very keen to share safety measures relating to online gaming, age appropriate viewing and the dangers when children are unsupervised. Should any issues be brought to attention, we follow our Safeguarding protocols, logging information on CPOMS and alerting our Designated Safeguarding Lead.

**Impact & Monitoring**

**Our curriculum will ensure that children will:**

* Develop a wide range of fundamental skills, knowledge and understanding that will help equip them for the rest of their life.
* Be confident users of technology, digitally literate- and be able to use it to accomplish a wide variety of goals both at home and at school.
* Have a secure knowledge of the implications of technology and digital systems and be able to use them safely.
* Apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems.
* Understand the consequences of using the internet and be aware of how to keep themselves safe online.
* Be able to confidently use key life skills such as problem-solving and logical thinking.

**The computing lead will:**

* Monitor standards in children’s work, levels and goals reached and the quality of teaching and learning in Computing.
* Consult with the Senior Leadership team regarding objectives and development within school.
* Ensure equipment is up to date and working effectively.
* Support colleagues in the teaching of Computing and will share relevant training, websites and updates.
* Assist the Senior Leadership team with coordinating, developing and implementing the school’s policy on Computing.
* Update school policies relating to the teaching of Computing.