

**Kingfisher Primary School**

**Computing Policy**

***“The computer was born to solve problems that did not exist before” – Bill Gates***

**Rationale**

At Kingfisher Primary, we aim to provide pupils with technological learning that enables them to explore and discover the world around them. To accomplish this, we provide lessons rooted in enquiry with practical hands-on experiences, which embed references to the real world so that the pupils recognise that the technology around them is an integral part of their world. We encourage a deeper understanding and curiosity with questioning, promoting and developing transferrable skills such as observation, communication and team work. Our objective is to provide lessons which consolidate prior knowledge, encourage deeper understanding which are rooted in exploration and creativity, in order to problem-solve. Above all, we want our Kingfisher Computing lessons to be enjoyed by all pupils so that they become well-rounded, lifelong learners.

**Intent:**

As a school we aim to:

* Provide an exciting, rich, relevant and challenging curriculum for all pupils
* Infuse and equip pupils to use technology throughout their lives
* Give pupils access to a variety of high-quality hardware, software and plugged resources
* Teach pupils to become responsible, respectful and competent users of technology
* Equip pupils with knowledge that will enable them to reap the benefits of the online world, whilst also minimising risk to themselves and others
* Utilise computational thinking beyond the computing curriculum.

**Implementation:**

We aim to ensure that all pupils are provided with:

* A balanced curriculum that is suited to the needs of our pupils across the 3 areas of computing
* Lessons demonstrate a substantive and disciplinary to teaching
* Pupils use a variety of technology for a range of purposes

Staying safe online is integrated through other areas of the curriculum but is taught specifically in Computing and Personal Development. We specifically use the NCCE’s Teach Computing scheme of learnt so that are children have relevant and up-to-date teaching.

**Impact:**

We believe our pupils will:

* Be digitally literate, in order to access the digital world in which we live
* Equipped with knowledge and skills to use technology effectively
* To understand the dangers and consequences of using the internet and use strategies in order to keep themselves safe online.

**Objectives**

* To provide stimulating, good quality computing lessons and activities which are hands on and practical, where children can explore their real world.
* To provide children with opportunities for critical reflection and to enable them to recognise and, where appropriate, to devise their own fair test.
* To provide opportunities for children to gain confidence in their application of appropriate scientific skills and vocabulary.
* To enable children to develop independence in the selection and use of scientific equipment and resources.
* To ensure that children use a wide variety of methods to record their findings, including the use of computing wherever appropriate. To involve computing practitioners and outside providers in children’s learning wherever possible.

**Computing - Policy into Practice**

Here at Kingfisher, there is a big focus on making computing lessons as practical and as related to the real world around them as much as possible. Technology is an ever-growing concept that surrounds our children. Our aim is to ensure that we provide them with the knowledge and skills needed to keep them safe on the internet. Opportunities for computing to inform cross-curricular work will also be actively promoted through our new creative curriculum.

At Kingfisher, the Computing curriculum is enriched in a number of ways including school visits, guest speakers/ theatre company involvement, annual safer internet day events and extra-curricular activities. We implement the Teach Computing scheme alongside Project Evolve to focus on online safety.

**Equal Opportunities**

In line with the school’s Equal Opportunities Policy, we aim to ensure that all children are able to successfully access the computing curriculum at Kingfisher, irrespective of age, gender, race, cultural or religious background and ability. Computing lessons will be adapted appropriately to provide support for bilingual learners and those children with specific individual needs. Provision will also be made to ensure that more able pupils are appropriately challenged by means of open-ended investigations, appropriate questioning and extension activities.

**Assessment, Recording and Reporting**

To record our learning, we use digital floorbooks on PowerPoint to collate lesson outcomes – this will be a range of screenshots, photographs and pupil voice. At the end of each half term, as a unit is finished, teachers will assess the progress and attainment of their class. They will use a spreadsheet where the data will be populated and pick out any key areas which may need re-visiting.

Subject leads will use their leadership on a page document to track whole school data, including Early Years, pulling together the spreadsheets.

**Monitoring and Evaluating the Curriculum**

Leaders measure the impact of the computing curriculum through:

* Learning walks (how well the curriculum intent is imbedded)
* Digital floorbooks (as part of triangulation with learning walks and assessment)
* Pupil voice (enables us to listen to pupil’s voice about how well curriculum content is taught and understood)
* Summative assessment grids to track progress ongoing
* Lesson observations and IRIS (to show how well children can articulate ideas