

Fishergate Primary School Computing Policy

Our Computing Vision

At Fishergate, our vision is to 'achieve great things together'. We want to create life-long learners and to ensure that both staff and pupils use technology effectively and safely.

Technological development in recent years has made the world around us an exciting place, breaking down barriers of distance and circumstance to the journeys of enquiring minds. At Fishergate, we want to use the advancement of technologies to enrich the learning experience of all pupils and staff. We aim to create an environment where Computing motivates and inspires pupils across the curriculum and supports them to become experimental and ambitious learners who use technology in new and innovative ways.

We want to continue to support all staff and pupils to be confident users of ICT so that it can be used as a powerful tool in all areas of life at Fishergate.

At Fishergate, we recognise that all pupils are entitled to a broad and balanced Computing education which empowers them to use computational thinking and creativity. Using the National Curriculum and the York LA Schemes of Work as a starting point, we provide a structured, progressive approach to learning how computer systems work, the use of IT, how to stay safe online and the skills necessary to become digitally literate and participate fully in the modern world. We believe that computing is a pivotal part of our curriculum and due to this, we invested in providing up-to-date equipment and software to facilitate regular curriculum access.

Fishergate Aims are to:

- Meet the requirements of the national curriculum programmes of study for computing at Key Stage 1 and 2.
- Provide a broad, balanced, progressive challenging and enjoyable curriculum for all pupils. • To use adaptive teaching methods to ensure all pupils can access our Computing objectives.
- Develop pupil's computational thinking skills that will benefit them throughout their lives.
- To respond to new developments in technology.

- To equip pupils with the confidence and skills to use digital tools and technologies throughout their lives.
- To enhance and enrich learning in other areas of the curriculum using IT and computing.
- To develop the understanding of how to use computers and digital tools safely and responsibly.

The National Curriculum for Computing Aims

To ensure that all pupils:

- can understand and apply the fundamental principles of computer science, including logic, algorithms, data representation, and communication.
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
- are responsible, competent, confident and creative users of information and communication technology.

Rationale

Fishergate Primary School believes that IT, Computer Science and Digital Literacy progression:

- provides essential life skills necessary to fully participate in the modern digital world.
- allows children to become creators of digital content rather than simply consumers of it.
- provides access to a rich and varied source of information and content.
- communicates and presents information in new ways, which helps pupils understand, access and use information more readily.
- motivates and enthuse pupils.
- offers opportunities for communication and collaboration through group working both inside and outside of school.
- has the flexibility to meet the individual needs and abilities of each pupil.

Guidelines

The aims will be met by:

- Following the school's long -term plan using the objectives from the 2014 National Curriculum.
- Providing a stimulating and challenging curriculum that ensures differentiation and progression in vocabulary, key knowledge and computational skills and opportunities for independent learning.
- Using different teaching styles to accommodate different, inclusive learning styles and develop the use of the five enquiry skills.
- Following the LA, police and NSPCC guidelines for online safety.

Assessment and Recording

Teachers will incorporate into their planning, opportunities for a range of creative assessments of individual children, using the following methods:

- Observing children at work, individually, in pairs, in groups and in classes.
- Questioning talking and listening to children.
- Assessment activity with end of unit tracker alongside noting any misconceptions to be addressed
- End of KS1 and KS2 attainment- teacher assessment based on trackers and work samples
- Reporting to parents verbally in the Autumn and Spring terms and through writing in the annual report, describing each child's attitude to Computing and progress in enquiry skills and knowledge.

Equal Opportunities and Inclusion

We are committed to providing all the children with an equal entitlement to the Computing curriculum at a level that meets their needs. We aim to meet the needs of all our children by providing a variety of approaches and tasks appropriate to their attainment. Some children will require more adult/peer support, more scaffolding or simplified ways to record to allow them to progress whilst children that are higher attaining, will be extended through differentiated and more open-ended activities and questioning. The teacher will have equally high expectations for the Pupil Premium children similar to their peers. EAL pupils should be able to access Computing because of its emphasis on first-hand experience and using a range of familiar technology used during the Computing sessions. Where appropriate task instructions could be translated into a child's first language.

Resources

IPads, chrome books and laptops are stored in the school library and teachers can access the keys to these stored with the admin staff in the office. Staff can access Purple Mash resources and planning on the school drive and have log in details for code.org to access coding lessons.

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