



Westcott Church of England School

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Headteacher **Mr Barry Grace**

Westcott C of E School

Computing Policy 2021

ABOUT THE POLICY

The use of Computing is an integral part of the National Curriculum and is a key skill for everyday life. Computers, iPads, programmable robots, digital and video cameras are but a few of the tools that can be used to acquire, organise, store, manipulate, interpret, communicate, and present information. At Westcott C of E School, we recognise that pupils are entitled to quality hardware and software and a structured and progressive approach to the learning of the skills needed to enable them to become Computing proficient.

Computing in Early Years/KS1:

Rationale:

The school believes that Computing:

- Gives pupils immediate access to a rich source of materials.
- Can present information in new ways which help pupils understand access and use it more readily.
- Can motivate and enthuse pupils.
- Can help pupils focus and concentrate.
- Offers potential for effective group working.
- Has the flexibility to meet the individual needs and abilities of each pupil.

Purpose:

It is important in the Foundation Stage to give children a broad, play-based experience of Computing in a range of contexts, including outdoor play. Computing is not just about computers. Early years learning environments should feature Computing scenarios based on experience in the real world, such as in role play. Children gain confidence, control, and language skills through opportunities to explore using non-computer-based resources such as metal detectors, controllable traffic lights and walkie-talkie sets. Recording devices can support children to develop their communication skills. This is particularly useful with children who have English as an additional language.

Guidelines:

All children in KS1 should be taught to:

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





- 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.

Computing in KS2:

Rationale:

The school believes that Computing:

- Gives pupils immediate access to a rich source of materials.
- Can present information in new ways which help pupils understand access and use it more readily.
- Can motivate and enthuse pupils.
- Can help pupils focus and concentrate.
- Offers potential for effective group working.
- Has the flexibility to meet the individual needs and abilities of each pupil.

Purpose

It is important that all children in KS2 are provided with the opportunity to use Computing as a tool to enhance learning throughout the curriculum. They need to be able to respond to new developments in technology, as well as being equipped with the confidence and capability to use Computing throughout their later life. Finally, computing within the school should aim to enhance learning in other areas of the curriculum using computational skills as well as develop an understanding of how to use Computing safely and responsibly.

Guidelines

All children in KS2 should be taught to:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- Select, use, and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
- Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.



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RESOURCES

In this school, pupils will have experience with Chromebooks, Bee-Bots, data logging equipment, sensing equipment, calculators, digital media, Interactive Whiteboards, laptops and voting systems. They will also have experience with the Internet and a variety of software that allows teachers to provide for progression of skills, concepts, and applications. As an inclusive school, Computing is made accessible to children with Special Educational Needs, by providing them with suitable software and tasks, and extra support from software packages and peripherals available.

Due to the nature of Computing, new resources are likely to be adopted during the lifetime of this policy. Please check the Teaching & Learning Resources Addendum document, which will show any changes.