



Kenmore Park Junior School

COMPUTING POLICY

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INTRODUCTION

At KPJS, we are committed to offering all pupils a broad and balanced experience of computing and the opportunity to develop computing capability through activities that arise in all curriculum areas, undertaken individually or in groups, as well as being appropriate to both boys and girls. Pupils are taught to develop computational thinking and collaboration through; computer science, information technology and digital literacy.

AIMS AND OBJECTIVES

To provide opportunities for continuity and progression and for children to have access to:

- a broad range of experiences, programmes and technologies
- opportunities to use computers and information technology appropriately.
- encourage the flexibility needed for children to adjust to and take advantage of future developments in computing.

To develop skills through teaching so that the children can:

- learn about computing and computation.
- develop their confidence and satisfaction in computing.
- take responsibility for their own learning.
- work collaboratively as a team.
- use technology safely, respectfully and responsibly and safe 'on line'.

To develop children's knowledge of computing so that they:

- adapt to new technologies as they are developed.
- make choices and form their own opinions about software and hardware.
- are confident in developing imaginative and appropriate uses for technologies.

CROSS CURRICULAR LINKS

We understand that planning is of the utmost importance in all areas of learning. Planning should be clear, succinct and ensure that all pupils are catered for regardless of their needs. Planning should also clearly show continuity and progression through learning stages. Long term and Medium Term planning is in place to ensure that all aspects of the 2014 Computing curriculum are covered. The planning structure for each year is organised into terms where the strands are covered and that progression through the scheme is clear. Teachers are also currently use a cross curricular approach through the foundation subjects, linking to computing topics to make them more relevant to the pupils of this school.

TEACHING AND LEARNING

We follow the 2014 National curriculum for Computing ensuring continuity, progression and differentiation. To deliver the computing curriculum, the children mainly work on PCs in the ICT Suite and classroom or on Chromebooks. Other devices include tablets, cameras and microphones. This allows opportunity for paired work, group work and individual work. The introduction or planning stages of a computing unit may be carried out in the classrooms to allow effective modelling through the IWB. Whole school co-ordination and support is essential to the development of Computing capability.

However it remains the responsibility of each class teacher to:

- develop pupils' Computing capabilities in line with school policy and SOW.
- ensure safe use of Computing resources.
- ensure correct use of Internet in accordance with parent agreement.
- differentiate activities appropriately.
- review and monitor each pupil's progress regularly.
- provide examples of pupil's work for online class portfolios.

Computer Science:

Children will be introduced to how digital systems work and how to apply this practically through programming and advanced algorithms.

Information technology:

Builds on computer science to create programs and digital content. This includes using a range of technologies, including but not exclusively: webcams, digital cameras, audio devices and tablets; operating peripheral computer devices.

Digital literacy:

Is the use of a wide range of programmes and APPs for pupils to create, collect, hold, process and communicate information in a variety of ways. At KPJS, we use Gsuite as a tool.

Gsuite For Education

We use Gsuite, a suite of productivity tools (including Docs, Sheets, Slides, Forms and Drive storage) to help students and teachers interact seamlessly and securely across devices. We provide and manage a G Suite for Education account for children in partnership with parents.

All classes now have access to Google Classroom which children can access from anywhere. Their teachers can save work, photos, documents and websites for the children to use. Teachers also set homework, assignments, questions and surveys.

INTERNET SAFETY

Our policies on internet safety and social media are covered in separate documents.

Internet access is planned to enrich and extend learning activities. The school has acknowledged the need to ensure that all pupils are responsible and safe users of the internet and other communication technologies such as email. Although the school offers a safe online environment through filtered internet access we recognise the importance of teaching our children about online safety and their responsibilities when using communication technology, both in and out of school. Internet safety is taught through computing and PSHE lessons and the principles are observed in all subject lessons where the internet is used.

ASSESSMENT

Assessments: for computing will be done primarily as an ongoing activity where teachers assess children's progress throughout a given unit. Summative assessments are finalised at appropriate points during the academic year which informs the end of year report. Completed pieces of work are stored in the pupils' individual storage drive, a shared drive or in Google Classroom.

Marking: For work done while using the range of technologies throughout the school the majority of the marking will be immediate verbal feedback to the child involved throughout the independent part of a computing session. Peer marking is also a valuable tool to be utilised throughout computing sessions where the class or a partner may be given constructive feedback on how a piece of work may be improved. Teachers can mark using on Google Docs and Slides using comments and our school mark scheme. They can also give voice recorded feedback. Other forms of scores and marking systems can be used within the APP or website being used.

COMPUTING SUBJECT LEADER

The computing subject leader is responsible for co-ordinating computing through the school, including:

- to be a role model and demonstrate good practice.
- to keep the written policy document up to date and keep under review the Scheme of Work for Computing in line with the requirements of the National Curriculum.
- encourage and support colleagues in the implementation of the agreed procedures and monitor the progression of activities and consistency of approach across all year groups.
- manage the financial allocation to computing effectively and purchase and organise all resources, ensuring they are readily available and well maintained.
- monitor standards in computing across the school through classroom observation, work scrutiny, teachers' planning, discussion with pupils and data analysis
- contribute to whole-school curriculum improvement by advising SLT and Governors' Curriculum Committee on areas of strength and areas for development by identifying clear targets to improve and sustain pupil achievement.
- leading the teaching of computing by example and affording colleagues the opportunity to share in good practice.
- leading professional development in computing in accordance with staff development needs and support and guide by encouraging sharing of ideas and skills.
- furthering parental involvement and knowledge by facilitating support and advice through parents meetings and in disseminating relevant information.
- working to achieve an 'equality of opportunity' throughout the school.
- ensure safety procedures are taught and in place, following up any incidents.