

Clewer Green CE Aided First School

Inspiring Children

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Vision: Every child has been blessed by God with unique potential. Our vision for Clewer Green is to inspire and nurture children in a safe, happy and caring Christian community, where everyone is valued and enjoys learning.

COMPUTING POLICY

Aims

Our aim, in line with our distinctively Christian values is for every child to have the support that they need and, by example and direct teaching, promote a Christian ethos within the school, whilst recognising that not all of its members will be practising Christians.

The aim of the Computing programme is to enable all children to enjoy and have positive attitudes towards the subject, achieve a high standard of digital literacy and a range of other computing skills and behave safely and responsibly online.

Computing Policy Introduction

The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

School Staff

To promote confidence and competence with a range of different digital technology;

Encourage pupils by believing that every child, with hard work, can be good at Computing;

To promote the ability to solve problems through connecting ideas, decision-making and applying their Computing skills in a range of contexts, including other subjects;

Ensure that all children have equal access to ICT;

To promote the correct language of Computing;

To promote a practical understanding of the ways in which computers are networked and protected;

To understand the importance of Computing in everyday use;

Ensure children have opportunity to use ICT creatively in its own right and in support of their learning in other curriculum areas;

To make remain up to date with relevant changes to technology with the assistance of the Computing subject lead;

To promote good behaviour online in line with Acceptable use of Technology Policy and Mobile Phone policy;

Make all reasonable efforts to make sure children are safe online, in line with the Safeguarding E-Safety policy.

Children

To develop an enjoyment of learning through practical activity, investigation, exploration; mental exertion and discussion;

To understand basic algorithms in computing technology;

To understand basic programming functions to create a debug simple programmes;

To use technology safely, respectfully and responsibly;

To enjoy using ICT and learn to tackle all applications with confidence and a sense of achievement;

To develop practical skills in the use of ICT and the ability to apply these skills in their work across the curriculum;

To understand the importance of Computing in everyday life;

To foster positive attitudes towards Computing by developing pupils' confidence, independence, persistence and co-operation skills.

Parents and Carers

To be understanding and supportive of our aims in learning and teaching Computing;

To attend and contribute to Parent Consultation Meetings;

To praise their children for the good things that they do in Computing;

To communicate and work with School whenever further support is needed to develop their children's computational skills and understanding;

Ensure that all reasonable efforts are made to keep their children safe online;

To make Computing part of children's everyday lives.

Governors

To appoint a designated link Governor who will meet with the Computing Subject Leader at least once a year to find out about;

- the school's systems for planning work, supporting staff and monitoring progress;
- the allocation, use and adequacy of resources;
- how the standards of achievement are changing over time.

Visit the school and talk to pupils about their experiences of Computing;

Promote and support the positive involvement of parents in Computing;

To be understanding and supportive of our aims in the learning and teaching of Computing and to review this policy every three years.

Subject Leader

The role of the Subject Leader is to provide professional leadership and management in Computing in order to secure high quality teaching, effective use of resources and high standards of learning and achievement for all pupils.

They will achieve this by affecting the following key areas; strategic direction and development; learning and teaching (including planning and marking and presentation); leading and managing staff; and efficient and effective deployment of staff and resources.

The Subject Leader will train and coach staff on Computational pedagogy within the school and keep up to date with developments.

The Subject Leader has regular discussions with the Head Teacher and other senior leaders about learning and teaching in Computing and provides data and a subject overview of the strengths and weaknesses of Computing within Clewer Green School on a termly basis.

During the academic year the Subject Leader has specific allocated time for subject self-evaluation activities. The Subject Leader will analyse and track the school's Computing data and report to the FGB annually.

Implementation of the Computing Policy

Foundation Stage organisation

Our Foundation Stage teachers use the Early Years Foundation Stage Curriculum to support their teaching of Computing in the Foundation Stage.

The children have the opportunity to talk and communicate in a widening range of situations and to practise and extend their range of vocabulary and technology skills.

The children explore, enjoy, learn about, and use Computing in a range of personalised situations.

Computing is planned on a weekly basis and assessed using the criteria from the Early Learning Goals.

Key Stage 1 and 2 organisation

Children in KS1 and KS2 are taught Computing for approximately 1 hour weekly in mixed ability class groups.

Children in KS1 the curriculum focuses on recognising the uses of computers in everyday life, learning where to go for help if they feel unsafe online, creating digital content and using algorithms to create and debug simple programs.

In KS2 pupils will continue to apply and develop their understanding on the different types of computer devices, what information should be kept private, how to behave responsibly online, predict and correct errors in computer programs and use a variety of software to accomplish a given goal.

Planning

Long, medium and short term plans are produced by each teacher and agreed with the Headteacher. Teachers liaise closely to ensure that the planning meets the requirements laid down in the current guidelines.

Cross curricular

Opportunities are used to draw digital experiences out of a range of activities in other subjects, such as in Art, Science and Geography, to enable children to apply and use Computing in both real life and academic contexts and make links.

Assessment

Assessment is an integral part of teaching and learning and is a continuous process. Teachers assess pupils through:

- analysing errors and picking up on misconceptions
- asking questions and listening to answers
- making observations.

These ongoing assessments inform future teaching and planning.

Termly assessments are carried out across the school. These are used alongside judgements made from classwork to support the teacher in tracking which objectives each child has met, which are then recorded on the School's assessment system.

Homework

Opportunities are used to draw Computing experiences out of a range of activities in other subjects e.g. English, Science and Geography.

To be reviewed: November 2020

_____ Date _____

Neil Laver

Chair of Governors, Clewer Green CE First School