Computing Policy and Intent, Implementation and Impact

To ensure all children **enjoy** their learning and attending school.
To provide opportunities for children to **embrace** learning through real-life, hands-on experiences.
To prepare children to **evolve** into the next stage of their schooling.

Intent

At Delph Side Community Primary School, we aim to provide a high-quality Computing curriculum that will help pupils become independent, creative, safe, respectful, and problem-solving digital citizens with a broad and transferable skillset. We aim to make Computing fun for the pupils, inspiring them to develop skills beyond the classroom and building an awareness of all the opportunities the subjects provide.

Our Computing curriculum has been designed to make sure children learn computing skills from the three recognized strands of computing and children build upon skills and concepts they established from the previous year and develop them further in the current and subsequent year.

The three aspects are

- *Computer Science (highlighted orange in the progression)* – this covers programming (both block-based and text-based), including computational thinking using web-based software such as Scratch. Pupils across Key Stage 1 and 2 will write code to program physical and on-screen objects, interactive games and use text-based language, such as HTML and Python by the end of Key Stage 2.
- *Information Technology (highlighted purple in the progression)* – this covers the use of applications to create digital content, including document creation and editing, video making, digital art, graphic design, animation, 3D modelling and website building.
- *Digital Literacy (highlighted green in the progression)* – covers skills to find, evaluate, utilise and share using technologies and the Internet. This includes internet research skills, as well as an understanding of computer networks in Key Stage 2. (Online Safety is not taught using I Learn 2 resources)

Today's children and young people are growing up in a digital world. As they grow older, it is crucial that they learn to balance the benefits offered by technology with a critical awareness of their own and other's online behaviour, and develop effective strategies for staying safe and making a positive contribution online. Online Safety is an integral part of our computing curriculum and aligns to Education for a Connected World so that children focus on the key aspects of online education which will support our children to live knowledgeably, responsibly, and safely in a digital world.

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Implementation

Our Computing curriculum uses the I Learn 2 Primary Computing Scheme of Work. I Learn2 includes activity packs with step-by-step, easy to follow video tutorials and challenges for both teachers and pupils to access.

We have in place

- **Computing Curriculum map**. T
- **Planning for teachers.** Planning for teachers is in the form of activity packs. These include skills progression, links to the National Curriculum, what teachers and pupils need, videos to support teaching, knowledge organisers, teacher input, differentiation, and assessment.
- **Skills progression.** A skills progression can be seen on the I Learn 2 website [Progression - iLearn2 | Primary Computing. Made Easy.](Note E Safety is not taught using I Learn 2 but by using Project Evolve.
- **For children –** Children can log into activity packs using a pupil code, meaning children can access resources, weblinks and video content. All work is saved to Seesaw where children build up a portfolio of evidence.
- **Hour of Code** takes place each December to encourage children to learn Computer Science.
- **Early Years.** Children have a broad, play based experience of ICT in a range of contexts. Pupils build confidence to use technology purposefully to support their learning for all Early Learning goals. This includes activity packs from I Learn 2.

In addition, we are excited to launch 3D printing across the curriculum. Certain I Learn 2 units already use software that allows children to 3D print their work. Additional units have been built into the Computing curriculum to show progression from Early Years to Year 6 and allow children to be involved in 3D printing.

At Delph Side we ensure that all pupils have an awareness and understanding of **Online Safety**. This will ensure that all technology is used safely, respectfully, and responsibly. A progressive online safety curriculum ensures that all pupils are able to develop skills to keep them safe online.

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- **Online Safety** is taught using Project Evolve which aligns to Education in a connected world. Themes are mapped out over the year and include the lessons to be taught in different year groups.

Autumn 1	Health, Well Being and Lifestyle Self-Image and Identity
Autumn 2	Online Relationships
Spring 1	Online Bullying
Spring 2	Privacy and Security
Summer 1	Online Reputation
Summer 2	Managing Online Information Copyright and Ownership

- Safer Internet Day takes place in February to promote the safe and positive use of technology for children and the community.
  Online Safety also forms part of the Jigsaw (PSHE curriculum) and is reinforced whenever technology is used.

Impact

Our Computing Curriculum has been structured to demonstrate a progression of skills and ensures that children can build on their understanding, as each new concept and skill is taught with opportunities for children to revisit skills and knowledge as they progress through school.

Each I Learn 2 activity pack includes different resources to capture and track pupil learning. This includes a downloadable assessment grid for each activity to track pupil understanding of each skill, printable 'unplugged' challenge cards to demonstrate understanding of key vocabulary and application of skills and advice of how pupils can save their work.

Teachers assess children's knowledge, understanding and skills in Computing by making observations, through conversations with the children during lessons and assessing the quality of the digital content they create and upload to Seesaw.

At the end of each half term the class teacher makes a judgement as to whether a child is working at the level, working towards the expected level, or working higher. This data is entered into O track for subject leaders.

We measure the impact of our curriculum through the following methods:

- Learning Walks
- Scrutiny of Digital Portfolios (Seesaw, Scratch)
- Pupil voice – discussions with children about their learning

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- Staff Attitudinal Questionnaire.

Resource and Access

- The school has a range of resources to support the delivery of the Computing curriculum, the Early Years Framework and learning across all areas of the National curriculum.
- The Computing subject leader keeps up to date with new technologies and reviews the school's provision, as well as maintaining the existing resources in partnership with the school's technology support provider.
- We have a designated trolley of 32 iPads for the teaching of Computing and pupils also have access to a further 18 iPads and 90 chromebooks.
- Classroom Cloud is installed on all devices which allows the monitoring of key words and phrases that children are typing.
- Online tools such as Busy Things are part of the experience of pupils.
- We are part of an exciting project with Create Education to loan a printer for half a term each year. In 2023-2024, this will be during Summer 1. We hope to loan a printer for the whole academic year or will be purchasing our own 3D printer.
- The Computing Action Plan expresses the school's priorities for future expenditure and is reviewed by the Computing subject leader, governors and senior management who consider its impact on all learning.
- Governors and Senior Leaders ensure that they achieve value for money by implementing the principles of best value in evaluating, planning, procuring, and using technology.
- Old resources are disposed of in line with Lancashire County Council's environmental disposal policy and the school's data protection policy where these are applicable.
- The school receives technical support from Phil McCauley and Aiden Roberts and they are responsible for the maintenance of computers, printers, the school network and keeping software up to date. The subject leader liaises with the technician to ensure that the systems are running efficiently

Security

- The ICT and computing technician will be responsible for regularly updating anti-virus software.
- Use of ICT and computing will be in line with the school's Acceptable Use Policy.' (All staff, volunteers and children must sign a copy of the schools AUP.)
- Parents will be made aware of the 'Acceptable Use Policy' on Seesaw

Date: September 2023
Written by: Mr Fyne