



KNUZDEN ST OSWALD'S CHURCH OF ENGLAND PRIMARY ACADEMY

COMPUTING POLICY

MISSION STATEMENT

Encouraging God's Children with Courage, Compassion and Creativity

OUR CORE VALUES

Kindness, Politeness, Patience, Respect, and Self-Control, all firmly rooted in Agape, Love

KINDNESS/POLITENESS

To teach our children to be kind and polite to all in good times and in adversity, as one has no idea what others are going through #justbenice

PATIENCE

To develop a community where God's love and grace can be reflected upon, and a positive peace of mind and purpose in life can be found

RESPECT

To foster respect for all in our school community, and compassion for those in the local and global communities

SELF-CONTROL

To teach our children to face challenges, developing resilience and empathy, whilst fostering self-confidence and a positive approach to learning

Our Vision

Through and with our biblical quote, '*Stand firm in the faith and do everything with love*' 1 Corinthians 16.13, we aim to create a loving school and work family community where everyone is valued and can flourish. Our quote is an affirmation that we are part of God's huge plan, and that, although the road may not always be smooth, we must be strong and be courageous. We stand firm in the faith, doing the right thing, not the easy thing and we do everything with love at the core.

1. Vision and Intent

At Knuzden St Oswald's, our vision is to "*Inspire God's children with Courage, Compassion and Creativity.*" We believe that computing is an integral part of preparing children to live in a world where technology is continuously evolving.

We aim to model how to use technology positively, responsibly, and safely. Our curriculum is designed to ensure pupils become masters of technology, not slaves to it. By embedding our core Christian values—particularly **Respect** and **Self-Control**—we empower children to be kind, polite, and patient digital citizens who treat others online as they would wish to be treated.

2. Curriculum Implementation

We follow the **Teach Computing** curriculum (National Centre for Computing Education). This provides a structured, spiral curriculum that builds knowledge across three core pillars:

1. **Computer Science** (Programming, algorithms, networks)
2. **Information Technology** (Creating media, spreadsheets, databases)
3. **Digital Literacy** (Online safety, ethics, effective searching)

Structure & Progression

The curriculum is taught in blocked units to ensure depth of learning. Each year group covers units across these themes:

- **Autumn:** Computing Systems & Networks / Creating Media
- **Spring:** Programming A / Data & Information
- **Summer:** Creating Media / Programming B

Lessons are delivered using school resources (e.g., Chromebooks, iPads) and are adapted to ensure accessibility for all learners, including those with SEND.

3. "Common Sense" Online Safety

We do not view Online Safety as a "bolt-on" topic taught once a year. Instead, we use "Common Sense Media: Digital Literacy & Well-Being Curriculum" where safety objectives from the framework are mapped out each half-term, for each year group. We also ensure that online safety Online safety is not a one-off event. It is embedded into our school year as follows:

- **Frequency:** Dedicated Digital Citizenship lessons are delivered **once every half term** in every year group (EYFS to Year 6).
- **Integration:** In addition to these dedicated sessions, online safety principles are reinforced during Computing lessons, PSHRE, and whenever technology is used in the classroom.

In addition to the above, we respond to specific issues (e.g., WhatsApp group incidents) with responsive PSHRE sessions.

4. Assessment

- **Formative Assessment:** Teachers use questioning, observation, and "bug-fixing" tasks during lessons to check understanding.

- **Summative Assessment:** At the end of each unit, pupil work is saved in their digital portfolios (e.g., Google Classroom/Server Folders). Teachers assess against the specific unit objectives (Developing, Secure, Greater Depth). The Teach Computing Curriculum also provides end of unit assessments for some of their units to aid teacher's judgements.

5. Resources and Hardware

- **Hardware:** We utilize [e.g., a trolley of Chromebooks / set of iPads / Computer Suite] to ensure 1:1 or paired access during lessons.
- **Software:** We use standard, industry-relevant software where possible (Google Workspace, Scratch) to prepare children for secondary school and beyond.
- **Filtering:** School internet access is filtered and monitored to ensure pupils are protected from harmful content, in line with *Keeping Children Safe in Education (KCSIE)* guidance.

6. Roles and Responsibilities

- **Subject Lead:** Monitors the quality of teaching, updates the policy, supports staff with CPD, and ensures hardware is fit for purpose.
- **Class Teachers:** Deliver high-quality lessons, model positive digital behaviour, and report any online safety concerns via [School's Safeguarding System, e.g., CPOMS].
- **Parents/Carers:** We support parents through newsletters and workshops, helping them extend our values of "Safety" and "Self-Control" into the home environment.

7. Inclusion

In line with our Equality Policy, we believe every child has the right to be a digital creator. We adapt resources (e.g., using larger text, text-to-speech, or physical computing aids) to ensure children with SEND can access the full curriculum and achieve excellence.

Signed: _____ (Headteacher)

Signed: _____ (Chair of Governors)

Danielle Marshall – Computing Lead – September 2025