Computing policy

At Oxford Gardens Primary School, we understand that children must be exposed to a thorough and robust Computing curriculum as it is part of our everyday lives. We aim to empower our pupils to become safe, confident, skilled and innovative users of digital technology both within school and beyond. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through information and communication technology – in order to become responsible, safe and competent members of society who are ready for their next stage of development. At Oxford Gardens Primary School, children are regularly exposed to quality hardware and software and follow a structured and progressive approach to the learning of the skills needed to enable them to use it effectively. The purpose of this policy is to state how the school intends to make this provision.

Aims:

At Oxford Gardens we aim to:

- Implement a broad, balanced, challenging and enjoyable Computing curriculum for all children
- Meet the National Curriculum requirements for Computing
- Embed Computing across a curriculum that acknowledges its contribution to learning in all other subjects
- Equip pupils with a progression of computing skills that they can apply both in and out of school
- Ensure that staff and children understand the capabilities, advantages, risks and limitations of technology and consider the implications of its development for society
- Ensure the safety and well-being of our pupils by equipping children with the confidence and capability to use technology safely and responsibility
- Teach Computing in line with the principles of our teaching and learning policy
- Ensure computing resources are relevant and sufficient

Teaching and Learning within the Computing Curriculum

- Children have a one hour allocated Computing slot in a computer suite weekly
- Digital Literacy, Computer Science and IT Skills are taught through a progressive computing curriculum
- As a basis for planning and delivery, 3BM Computing plans ensure opportunities for all children to ensure progression, taking individual needs into account

• Staff receive support with planning and teaching from 3BM Consultants and the subject leader to enhance delivery
• Children engage in whole school 'Tech Fest' days, which expose children to exciting hardware and software, in addition to their allocated time
• Children have access to online platforms such as Seesaw and Google Classroom, alongside other programs to facilitate their learning in other areas of the curriculum
• The school has access to the London Grid for Learning (LGfL) which provides a wealth of resources to support the use of computing and delivery of the curriculum
• Pupils' effort within Computing is reported to parents in their annual written report
• Parents and children are required to sign an Acceptable Usage Policy to ensure safe usage of all equipment and technologies. If children break the terms of this policy, they can have access to computing resources removed
• Health and safety as well as GDPR guidelines and the 'Acceptable Use' policy are followed throughout the curriculum

Provision:

Incredible Years

• Access to adjustable, interactive boards in Nursery and Reception, where Computing is not statutory. As a school, we believe the introduction to technology is important.
• Children have access to touch screen chromebooks.
• Beebots and code-a-pillars available to provide initial programming opportunities.

Key Stage 1 & 2

• All classes are timetabled in the Computing suite for 1 hour per week.
• Children have access to Chromebooks, as the children progress towards UKS2, access to chromebooks is usually 1:1.
• Programmable robots (including Mbots & Picohs) are available to support learning.

Resources

• Programs and equipment are kept up-to-date and managed by Core Networx.
• Hardware available includes: PCs, laptops, Beebots, Code-a-pillars, MBots and DSLR cameras.
• For programming, Scratch and mBlock are both on the school network.
• Much of the software in use, is accessed through LFGL which includes all 2simple software, J2E resources (both of these feature regularly in 3BM plans) and subject specific programs.

These resources are regularly reviewed and updated.

Assessment, Monitoring and Moderation

• Key Stage 1 and 2 children are assessed through teacher observation and their outcomes.
• Children regularly upload their work to Seesaw, which is monitored by the subject

leader. The expectation is that from each class, three children of varying ability will upload at least one piece of work across a half term.

Home learning

- Children have logins for LGfL, which enables access to resources both at school and at home. Their login is communicated through their reading diary. Teachers will also keep a secure copy of their class' logins.
- Children are also supplied with a personal login to two school learning platforms, Seesaw and Google Classroom, where learning activities and links are shared in line with the Home Learning Policy.
- Children have access to some subject specific online learning resources such as TTRockstars for maths.

Online Safety

Please see the online safety policy.