Computing Policy
2024-2028

Turn your ear to wisdom and apply your heart to understanding (Proverbs 2:2)

Broadwater is a Christian School. We will enable children to become wise, confident, successful learners with the motivation, skills and responsibility to make a positive difference in God's world. Our vision is underpinned by the values we live by.

The Holy Spirit produces this kind of fruit in our lives: love, joy, peace, patience, kindness, goodness, faithfulness, gentleness, and self-control. There is no law against these things! Galatians 5:22

It is this fruit that, in partnership with parents, we will instil in the children of our school.

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Intent

The policy should be read in conjunction with the Computing National Curriculum which sets out in detail what pupils will be taught in Key Stages 1 and 2.

The Online Safety policy and the Social Media policy should also be read in conjunction with this policy.

Computing teaching offers opportunities for pupils to view their world in an ever-changing technological environment. There is a focus on computational thinking and creativity, as well as opportunities for creative work in programming and digital media.

The national curriculum for computing aims to ensure that all pupils:
- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

Implementation

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.

Computing will be taught both as a discrete subject, and in a cross-curricular way when the opportunity presents itself. At Broadwater, topics are carefully chosen to enable the children to engage in challenging, motivating and enriching activities which enables all pupils to achieve success. Opportunities will be used to apply computing skills to support the rich creative curriculum e.g. research and presentation of information, use of coding through different platforms such as Purple Mash and Scratch.

Children are taught to use information technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact. *(See Online safety policy.)*

Early Years children will:
Recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. *(See Early Years outcomes document)*

Impact

Assessment of children's work in computing is ongoing. The assessment will include the children's skills as well as by outcome. This information is stored on Target Tracker.