

Lowe's Wong Infant School – Computing Policy

Aims and Objectives

- To ensure that children view Computing as being an integral aspect of daily life, both within and outside of school.
- To develop and support children in becoming confident and effective users of Information Technology, Computer Science and Digital Literacy
- To help all children to use Computing with purpose and enjoyment.
- To ensure children develop the necessary skills to use Computing effectively.
- To develop independent use of Computing
- To be aware of the need to use the internet safely, and develop the skills needed to do so.
- To meet the full requirements of the Early Years Foundation Stage and the National Curriculum.
- To ensure that each child achieves their full potential within the computing curriculum.

Computing Within The Early Years Foundation Stage

The children within the Foundation stage are encouraged to develop an awareness of everyday ICT and use it to support their learning. They should have the opportunity to explore how things work and consider how to stay safe and healthy with regards to a safe amount of 'screen time'. Children encounter positive images of ICT within role-play areas and they are encouraged to develop basic Computing skills such as using a CD player or digital camera, mouse control, typing letters on the keyboard and using age appropriate apps on the iPads. The teachers and teaching assistants use ICT regularly as part of everyday teaching and learning activities, for example:

- Showing relevant websites on the smartboard.
- Recording activities and work using cameras and iPads.
- Displaying slide shows of photographs to act as a stimulus for discussion.
- Finding out information from DVDs and the internet.
- Using relevant apps on the iPads to support lessons.
- Using relevant programmes on the Chromebooks
- Using the Beebots to develop positional and directional language.
- Using the iPads to record observations of the children.

The computers within the EYFS Unit and are planned for each week and the children can go and develop a wide range of skills on these during the child initiated activity time. Ipads and class sets of Chromebooks are used to support learning as appropriate.

Computing within Key Stage One

The children within Key Stage One continue the good practice from the EYFS unit and go on to develop their Computing skills further, through both working towards the Computing National Curriculum and through cross curricular links. Activities are planned and adapted to suit the needs of the individual children within each class. Teachers will also use their professional judgment to develop other areas of Computing in cross curricular ways when they feel it is appropriate, in addition to the Computing being taught that term. Within Key Stage One the teachers deliver regular whole class teaching sessions in order to deliver the Computing curriculum using the school laptops. The children are also able to develop these skills by using the classroom computers throughout the week. Ipads are also available for classes to use to develop both specific computing skills and developing cross curricular links. Beebots and Purple Mash are available for developing coding and debugging skills.

Computing is an integral part of all subject areas within the key stage one curriculum. Children regularly use computers to:

- Present their work within all other subject areas.
- Practise and consolidate their mathematical skills and understanding.
- Research/explore topic related information.
- Record their work using digital cameras, video cameras or iPads.

Assessment

The attainment of children within the EYFS is tracked against the 'Development Matters' in the EYFS curriculum and by the end of F2 the children are judged against the EYFS profile statements. Although there are no direct computing statements, there are links within Personal, Social and Emotional Development, Physical Development and Expressive Arts and Design.

The attainment of children in Key Stage One is tracked against the National Curriculum. Parents are informed of their child's progress at termly open evenings and in the end of year written report.

Inclusion

We believe that all children should have full access to the computing curriculum, regardless of background, race, gender and ability. Work is differentiated to support children's learning and development and additional resources will be purchased as required to support accessibility to the curriculum. IEPs are considered as required.

Health And Safety

Health and safety procedures, as set out in the school policy, will be adhered to at all times. Teachers should remain diligent and ensure that any safety issues in regard to hardware in their teaching areas are reported to the Head Teacher or Computing Lead who will ensure that relevant maintenance and repairs are carried out.

Internet Policy

All staff will use the internet safely with their class, as outlined in our Internet Policy, and ensuring that we are fulfilling our duties regarding the safeguarding of children.

E-Safety

E-safety is introduced to the children as part of their Computing lessons. We teach the children that:

- They should only use the internet when supervised by an adult
- The internet is available through a wide range of devices, e.g. computers, smart phones, x-boxes, iPads
- When they are searching for information on the Internet if they include the phrase "for children" in their search it means the suggested sites will probably be 'safer'
- They should keep their passwords secret, and only tell their Parents or Carers
- When they are 'chatting' on the internet they should only say positive things, and should not talk to strangers
- If a 'message box' pops up whilst they are using the computer they should always ask an adult for help

E-safety will be discussed regularly with the children throughout school in line with the National Curriculum and with close links to PSHE. Safer Internet Day will be used annually for a whole school focus on staying safe online.

The Role Of The Computing Lead

- To plan, write and review policy documentation jointly with staff.
- To maintain the Computing Lead file
- To monitor and evaluate the development, achievement and progression of Computing within school.
- To plan and lead training as appropriate.
- To liaise with the computing support service.
- To keep up to date with current developments and advise the Head Teacher of any issues.
- To purchase resources to support effective use of the computing curriculum.
- To work with Curriculum Lead Teachers to support the integration of Computing within all subject areas.

The Role Of The Head Teacher

- To establish a whole school approach to Computing
- To keep staff, parents and governors informed.
- To ensure the Computing Lead understands what needs to be completed.
- To provide resources and support.
- To monitor the quality of teaching and learning.

The Role Of The Governors

The governors are encouraged to observe good practice within the school on a regular basis. A designated Computing Governor is appointed.

POLICY AMENDED – April 2021