Computing Policy
2023

Our Mission:

'To develop responsible, independent individuals who love learning and have the knowledge and attitudes to be successful in an ever-changing world'.

St. Lawrence Primary School

Computing Policy

<u>Mission</u>
To develop responsible, independent individuals who love learning and have the knowledge and attitudes to be successful in an ever-changing world.

<u>Purpose</u>
'A high-quality Computing education equips pupils to use computational thinking and creativity to understand and change the world. 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.'
National Curriculum Purpose of Study

<u>Ethos and Beliefs</u>
At St Lawrence School, we believe that Computing can enhance the learning process across all areas of the curriculum. Computing can give pupils the opportunities to undertake activities which would be difficult to pursue in any other way (for example, multimedia activities). Computing has the flexibility to meet the individual needs and abilities of all pupils and can give pupils immediate access to a wide range of resources and information. It enables pupils to work within a group thus developing communication and negotiation skills whilst pupils are involved in collaborative learning. Computing has the potential to support different types of learning – audio, visual and kinesthetic.

<u>Planning</u>

At St Lawrence School, we follow the Jersey Curriculum for Computing. There are three strands within this curriculum:

- Computing Science
- IT Skills
- Digital Literacy

Computer Science is the 'foundation' of the subject (i.e. the underlying principles that make up the subject). Computer Science covers the 'how'. How computers and computer systems work and how they are designed and programmed. Computer Science covers the programming units for each year group where pupils are taught to create and debug simple programs and to use logical reasoning to predict the behaviour of simple programs.

IT Skills are about how to **'apply this knowledge'** and to gain the understanding to purposefully create and make things. Within this strand, teachers cover a variety of media such as video, audio, art, photography or music. Pupils are taught to use technology purposefully to create, organise, store, manipulate and retrieve digital content. In KS2, pupils are taught to collect, analyse, evaluate and present a range of data and information.

Digital Literacy is about the understanding and implications and why we are choosing to use something for a particular purpose. Pupils are taught to how to understand computing networks, including the internet and know how they can multiple services as well as the opportunities these services can offer for communications and collaboration. This strand also covers Online Safety - knowing how to use things safely, respectfully and responsibly.

The Jersey Computing Curriculum has been set out with objectives in distinct Key Stages and at St Lawrence School, we have created plans for each year group, ensuring that these objectives are covered and consolidated. There are times when we have discrete Computing lessons to teach skills (such as when teaching coding, or Office-based skills) as well as cross-curricular opportunities to develop these skills and enhance learning in other curriculum areas, for example, when collating information in Science, or when researching a historical topic.

Policies

Version	Date Issued	Issued by	Reason for Change	Presented	Approved by:	Date
0.1	September 2014	Kim Banks	New Comptuting Curriculum	Staff Meeting	All staff	Sept 2014
0.2	September 2018	Kim Banks	Updated planning	1:1 meetings with all staff	All staff	Sept 2018
0.3	March 2023	Kim Banks	Updated policy	Staff Meeting	All Staff	March 2023

SMSC in Computing

Spiritual

At St Lawrence Primary School, our Computing Curriculum builds a child spiritually by:

Exploring creativity and imagination in the design and construction of digital products.

Promoting self-esteem through the presentation of children's work to others.

Exploring how ideas in Computing have inspired others.

Creating digital products which incorporate children's beliefs.

Moral

At St Lawrence School, our Computing Curriculum builds children morally by:

Encouraging good etiquette when using digital technology including mobile devices and with due regard to e-safety.

Encouraging respect for other people's views and opinions.

Exploring moral issues around the use of digital technology, for example, copyright and plagiarism.

Teaching children about cyber-bullying and what to di if it happens to themselves or a friend.
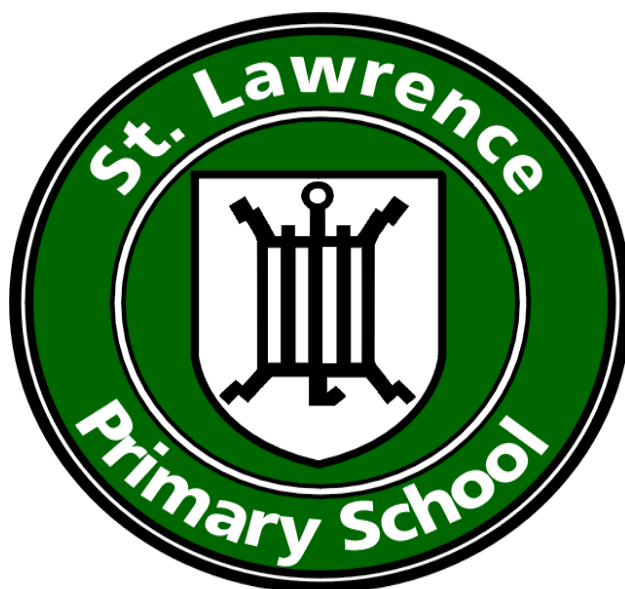
Social

At St Lawrence School, our Computing Curriculum builds a child socially by:

Encouraging students to assist one another in problem solving.

Encouraging appropriate social behaviours in the classroom including listening whilst others are talking and generally interacting as a caring community.

Encouraging good practice and respect in the use of social networking.

Cultural

At St Lawrence School, our Computing Curriculum builds a child culturally by:

Encouraging the sensible use of digital technology in the classroom and homework situations as children are living in a digitally cultural environment.

Empowering pupils to apply their IT and Computing Skills and knowledge to the wider curriculum and acknowledge links between subjects.