



Manor Field
PRIMARY SCHOOL
Respect Believe Achieve



Computing and Online Safety Policy	
First Approved:	January 2021

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Article 29 (Goals of Education) Education must develop every child's personality, talents and abilities to the full. It must encourage the child's respect for human rights, as well as respect for their parents, their own and other cultures, and the environment.

Mission Statement:

At Manor Field School Everybody Matters

Vision Statement:

All pupils become socially and emotionally intelligent, as well as academically, so they can access all learning and life opportunities, now and in the future.

Mr Sean Barrett and Miss Zoe Brown
Computing Subject Leads
Written: December / 2020

Computing Policy

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1. Vision

As young and developing users of technology, we are passionate that our children will be able to make better, more informed decisions about how to live their lives now and in the future, embedding technology into everyday life. Computing teaches children how to safely and securely use ever changing technology in a world that is rapidly evolving.

Throughout their time at Manor Field School, children will experience computing in discrete lessons but also cross curricularly in other subjects.

At Manor Field School we believe that all children should be given the opportunity to experience a high quality computing education. As a result we have developed an exciting new curriculum that is ambitious, engaging and progressive to meet the needs of the children attending Manor Field Primary School and also preparing them for a world driven by technology.

We aim to give children a computing rich education by using a range of different teaching approaches and enabling our pupils to learn through practical first hand experiences. These experiences of using technology and computers are taught through the theme driven curriculum that has been developed at Manor Field. Through embedding computing into a cross curricular approach, learning is accessible and relevant to all areas of the curriculum.

2. Intent

The aims of computing as taken from the National Curriculum in England for Primary Settings (2014) are as follows:

- Pupils can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- Pupils can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- Pupils 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.

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3. Curriculum Implementation

The children undertake a broad and balanced programme that takes account of abilities, aptitudes and physical, emotional and intellectual development. Through Computing the children learn a range of skills, concepts, attitudes and methods of working.

The Computing curriculum is split up into the following strands:

- Key skills for computing
- Computer science
- Information Technology (IT)
- Digital Literacy
- Online Safety

Key Stage 1

As outlined in the curriculum coverage document, children in the key stage one setting regularly access high quality computing lessons. Online safety is considered throughout the key stage one curriculum developing the consideration of different online safety scenarios in both year one and year two. *A more detailed summary of how these skills are taught and progress can be found in the Computing Curriculum Coverage document (see website.)*

Key Stage 2

Children progress from key stage one to key stage two continuing to develop their understanding of the key different areas. Children by the end of year six are able to articulate the importance of online safety, a deeper understanding of computational thinking and speak articulately about modern technology. *A more detailed summary of how these skills are taught and progress can be found in the Computing Curriculum Coverage document (see website.)*

4. Computing curriculum planning

At Manor Field Primary school we have launched a new theme based curriculum which encompasses computing and aims to engage and excite all of our learners. Each year the children will be immersed in different themes incorporating computing allowing them to become computational users as well as technologically fluent and literate.

To ensure continuity and progression for all of our pupils the curriculum is carefully organised from the Early Years to Year 6 and enables the pupils' knowledge and understanding of computing to develop even when they depart in year six from Manor Field Primary School. We have introduced a skills progression to ensure each time an objective is revisited there is an increase in complexity and level of challenge. Each objective has been mapped across the different year groups, linking to the Theme hook where appropriate.

6. Enrichment

There are opportunities throughout the school year for children to enrich their learning with the use of computers and other technology. For example in reading the children use technology as part of Accelerated Reader and in mathematics through the use of Big Maths (Learn It/Beat That/CLIC). The school has invested in Google Chrome Books, which allow children to develop their computing expertise across all subjects, for example research and recording information in History or Geography lessons and publishing written work for English.

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7. Monitoring

The subject is led by Sean Barrett and Zoe Brown, ensuring skills are met across the year groups and the learning is appropriate. Medium Term planning is designed by class teachers and help and support is offered by the Subject Lead where necessary.

Monitoring takes place regularly through sampling children's work, and teacher planning, through a book scrutiny and lesson observations by the Subject leader. Subject portfolios contain the key documents for each subject, and contains evidence of their implementation across the school.

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