Fairchildes Primary School

Computing and Information Technology Policy

Date Edited:	July 2023
Edited By:	Bea Dobb (Computing Subject Lead) and Mark Gyford (SLT)
Sections Edited:	Assessment and Inclusion
Next Review Date:	July 2025

Rationale

A high-quality computing education equips pupils to use computational thinking and creativity. As such, Fairchildes Primary School recognises that its pupils are entitled to quality hardware and software and a structured and progressive approach to the learning of the skills needed to enable them to use it effectively.

Aims and Objectives

The School's aims are
- To teach computer science as an academic discipline, recognising that it underpins many other subjects and has concepts and ways of working that they will use as adults, such as computational thinking, programming, algorithms and data structure, systems architecture, design and problem solving.
- To recognise that computer science is a highly creative discipline which develops key thinking skills of logical reasoning, modelling, abstraction, and problem-solving.
- To enable all children to use IT with purpose and enjoyment by providing tasks which are interesting and give scope for individual responsibility thereby empowering children to become independent and collaborative learners who take increasing responsibility for their own progress
- To enable all children to develop the necessary skills to use IT effectively.
- To enable all children to become autonomous users of IT by providing a digital literacy- rich learning environment throughout the school, providing a relevant, challenging and enjoyable curriculum for all children

- To develop e-learning, including the use of the internet, cloud based learning and e-mail, so that learning can take place at home or wherever there is access to IT, and to create links both locally and internationally.
- To ensure that IT is used to improve access to learning for pupils with a diverse range of individual needs, including those who are more able, with SEN and disabilities.
- To understand the capabilities and limitations of IT and the implications and consequences of its use.
- To be open-minded in their approach to IT so that they will be able to adapt easily to the IT systems and approaches they will encounter in their future lives
- To be offered equal opportunities in IT irrespective of gender, race or religion
- To respond to new developments in technology.
- To empower children with the opportunities to share their IT and computing expertise to train and support their peers.
- To consolidate and further the cross curricular links between IT and other subjects, particularly in the arts.
- To provide all staff with individualised professional development opportunities, including frequent IT and computing training.

Teaching and Learning

At Fairchildes, we want our curriculum to equip all learners with the experiences and skills of IT that they will use in a rapidly changing technological world. Learners in our environment will be confident, independent and adaptable in their use of IT to solve problems across the curriculum. Every child will have the opportunity to learn Computing at school, with exposure to computer science supporting both problem solving and reasoning skills as well as the awareness to keep themselves safe in an increasingly online world.

Assessment

Teachers will make formative assessment of children's progress through verbal responses to questions in class, and use of correct vocabulary as outlined in the scheme of work, as well as examples of work produced (e.g. powerpoints, typed documents, lines of code, multimedia presentations) of each child. Lessons will be adjusted accordingly to reflect this assessment. An annual report to parents will detail progress and achievements in Computing. Teachers will track attainment on a shared log to ensure the consistency of teaching between year groups.
The subject coordinator for Computing keeps an exemplary portfolio of work completed across the whole school.

Inclusion

As teachers we must be aware of, and respond to, pupils' diverse learning needs, including those with English as an additional language, those with learning difficulties, and the Able, Gifted and Talented pupils. Teachers will identify pupils who fall in these categories, and will adapt their teaching accordingly. This might include using extra

visuals/prompts to help explain coding concepts, or paired work with a partner to assist those whose basic literacy skills are the main barrier to attainment in computing. Additional adult support may also be utilised to guide children to achieve at the appropriate level - whether this be in closing the gap, or extending the most able through additional levels of challenge.

All children will have access to Computing lessons, therefore work and activities will be differentiated accordingly to ensure that children of all abilities participate to their full potential.
Any resources used should be sensitive towards people of different cultural, national or religious backgrounds, or people with disabilities. For further information see the Inclusion Policy.

Other Subject Relevant Areas

Equipment
Each class has access to laptops and iPads to use in their classrooms. This allows for the creative use of IT across all subjects and allows for specific teaching of computer science. This is highlighted in the computing plan and in subject plans.
Each classroom and training room is equipped with an interactive whiteboard, which is frequently used as a teaching resource across the curriculum. Moving forward, these projectors-based boards will be replaced with wall-mounted touch-screen technology.
Digital cameras are available for use in creative subjects.

Safety
The school has agreed rules for the safe and responsible use of IT and the internet which are displayed around the school and in classrooms. All pupils are required to abide by these rules. Staff are also aware of the Online-Safety policy, which clearly states the rules and regulations regarding the safe use of school devices by staff and the use of personal devices on school grounds.