



Computing Policy

Why

At Brookdale Primary School the curriculum is designed to **include, inspire, engage and nurture** our children to achieve and flourish as citizens of today and the future; encouraging children of all ages to think deeply about the past, present and future of our community and the wider world.

We believe that teaching and learning in Computing is essential for pupils to understand modern information and communication technologies (ICT), and for them to use these skills to become responsible, competent, confident and creative participants of an increasingly digital world. The purpose of Computing is to develop the children's understanding of technology and how it is evolving, whilst also ensuring they remain safe by developing appropriate attitudes and behaviours. We believe that all children, regardless of their gender, culture, ability or aptitude, need to develop their ICT skills as a cross-curricular tool and understand how coding can be used as a problem-solving tool in everyday life.

How

Our Computing curriculum **includes, inspires, engages and nurtures** our children's interest in and enjoyment of Computing, in line with National Curriculum expectations.

EYFS –

In the Early Years Foundation Stage (EYFS), it is our intention to enable children to encounter different technologies in order to broaden their understanding of the world. These objectives are set out in the Early Learning Goals which underpin the curriculum planning. The range of experiences encourages children to make connections between areas of learning and to understand how various technologies are used around us. In F2, 'unplugged' computing activities are planned throughout the year, using the Barefoot curriculum, to teach pupils the necessary problem-solving skills for everyday life.

Years 1 to 6 -

- Through Years 1 to 6 children are taught following the NCCE Teach Computing scheme of work.
- This Programme of Study sets out learning into 10 key areas: Algorithms, Computer networks, Computer systems, Creating media, Data and information, Design and development, Effective use of tools, Impact of technology, Programming, Safety and security.
- This spiral curriculum is offered to develop knowledge, skills and attributes, where prior learning is revisited, reinforced and extended year on year.
- The children have journals in which they record their work. This may comprise of journaling, completed activities, photographs or the children's group work.
- Whilst integrated into the curriculum for both Computing and PSHE, stand-alone e-Safety lessons can be delivered in response to concerns.

In addition to the class-based curriculum, whole-school assemblies and age-appropriate workshops on e-Safety are delivered from F2 - Y6 to target the specific needs of each cohort.

What

- Children know more and remember more as they progress through school.
- Children have built up knowledge and skills they can talk about and demonstrate.
- Children know how to keep themselves safe online at an age-appropriate level
- Children are able to talk about key vocabulary and learning from subject Knowledge Organisers
- Journals, on-going teacher observations and any end-of-unit assessments are used to help inform teacher judgements at the end of the academic year (see assessment policy).
- Progress, achievement and effort in Computing are passed on to parents and carers at open evenings and in the annual report.
- Our bespoke Deep Dive process ensures that the subject leadership team can report on standards in Computing across the school to the governing body.

