



Written in collaboration with Hatchell Wood Primary School

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Computing Policy

March 2014

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Rationale

Computing is concerned with the storage, processing, presentation and communication of information by electronic means. This includes the measurement, modelling and control of external events. Computing continues to evolve very quickly and has now become firmly entrenched in many aspects of everyday life, both at home and in the workplace.

As computing underpins today's modern lifestyle it is essential that all pupils gain the confidence and ability, that they need in this subject, to prepare them for the challenge of a rapidly developing and changing technological world. The use of computing will also enhance and extend children's learning across the whole curriculum whilst developing motivation and social skills.

Aims

- to develop the child's individual Computing capability
- to enhance and extend learning in all areas of the curriculum
- to learn the Computing skills specified in the National Curriculum Programmes of Study
- to enable children to make choices as to when to use computing in their work
- to enable the children to gain confidence and the capability to use computing in later life
- to ensure equal opportunities for all pupils irrespective of gender and ability

Objectives

- to give the children planned, differentiated and structured opportunities to learn and use computing skills in the computer suite and in the classroom.
- to give the children access to a full range of effective Computing equipment and software

- to ensure that every child receives their full computing entitlement at Hatchell Wood Primary School

Computing curriculum planning

The school uses the Switched on Computing programme (Rising Stars) as a basis for planning. Some skills will be taught discretely and some will be developed through other subjects.

Computing will be taught through three aspects: Computer Science (CS), Information Technology (IT), Digital Literacy (DL). The following table outlines the programme of study covered in school.

Key Stage One and Key Stage Two

	KS1	KS2
CS	<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs</p>	<p>Design, Write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p>Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web</p> <p>Appreciate how (search) results are selected and ranked</p>
IT	<p>Use Technology purposefully to create, organise, store, manipulate and retrieve digital content</p>	<p>Use search technologies effectively</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and</p>

		content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
DL	<p>Recognise common uses of information technology beyond school</p> <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</p>	<p>Understand the opportunities (networks) offer for communication and collaboration</p> <p>Be discerning in evaluating digital content</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>