



Computing Policy

Intent

The manner in which our curriculum is organised enables all children, including those with additional needs and EHCPs, to fully participate in learning activities. Our Achieve curriculum will ensure:

All children are provided with the very best learning experiences.

Classrooms are stimulating and a safe space where children develop their love for learning.

Happiness of all is paramount.

Individual needs are recognised and met; an inclusive curriculum for all.

Early Years expertise is used to meet the unique needs of the children from the ages of 3-7.

Voices of the children are heard and listened to, ensuring that they are at the heart of everything we do and every decision we make.

Each and every child makes the best possible progress, leading to lifelong academic and personal achievement.

We have developed an active approach to learning and teaching which enables us to respond to the needs of our children as they move from Nursery to Reception and then on to Year 1 and 2.

At Torpoint Nursery and Infant School we view computing as an integral part of teaching and learning and acknowledge the significant role it plays in the education of all children in our school. Computing underpins today's modern lifestyle and it is essential that all pupils gain the confidence and ability that they need in this subject to become long life learners.

Our comprehensive and progressive Programme of Study, which encompasses objectives from the National Curriculum and EYFS Development Matters, enables our children to:

- understand and apply the fundamental principles of computer science, including logic, algorithms, data representation, and communication.
- analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
- enable children to become responsible, competent, confident and creative users of information and communication technology.
- understand the safe use of computing and give them the knowledge to make sensible decisions and keep themselves safe on the internet now and in the future. With the

realisation that what will be available to them may look very different to what is currently available.

- through our links to PSHRE enables the children to behave responsibly, respectfully and politely and will enable them to follow the protocols for online behaviour currently and in the future.

Implementation

Our approach to all children as individuals, including those with SEN, alongside our accurate and ongoing assessment, together with our curriculum organisation (see Curriculum Teaching and Learning and Assessment document) mean that all children including those with additional needs, can access the curriculum on offer.

Teaching and learning

Our Computing curriculum ensures that children have a broad, play-based experience of computing in a range of contexts, including outdoor play. All our learning environments feature computing scenarios based on experience in the real world, such as in role play areas. We provide a wide range of technologies such as interactive white boards, robots and ipads which are used to enhance teaching and learning throughout the curriculum. Children are provided with a breadth of curriculum coverage which is taught within cross curricular activities. Computers, tablets, programmable robots, digital and video cameras are some of the tools that we use to support children in their understanding of computing.

In EYFS children are provided with rich opportunities for children to explore and engage with technology for example pressing different buttons on everyday objects, using a range of toys including coding toys such as codeapillar.

In Key Stage One, we continue to build on children's knowledge and understanding of computing.

Children are given a range of opportunities to explore and use computing equipment. We follow the computing Programme of Study to ensure that all children are making progress from their individual starting points. We provide a range of experiences with a variety of software that allows teachers to provide for all children. Throughout the school computing plays an important part in all areas of learning and computing is integrated into everyday life. We enable pupils to understand the importance and use a range of technology. Teachers use computing to enhance interactive teaching and learning styles and we also encourage children to exercise choice, work independently and make connections between their learning.

Computing skills are taught where appropriate in our themes and these skills are practised through integration into all learning areas of learning. We encourage the children to explore ways in which the use of computing can improve their results, for example improving their gymnastic by recording and watching back their routines as part evaluation.

Assessment

Progress is tracked through the school's comprehensive assessment documents which have specific end points that the children are assessed against, in the form of 'I can' statements.

These 'I can' statements link directly to what has been taught in the Programme of Study.

Children will need to demonstrate that they have achieved the statements within their independent work, over time and in a range of contexts. Teachers will need to draw on a range of evidence (learning journeys, floor books) alongside their summative assessments to inform their final teacher assessment.

Extra-Curricular opportunities (clubs)

Children are provided with a vast range of opportunities to develop their computing skills during the coding club. They share their knowledge and understanding with other children within the group.

Impact

Children, including those with additional needs and EHCPs, leave us as independent learners. They are prepared for their next phase of their education. Our knowledge of research relating to one to one support ensures that children do not become reliant upon adult support to complete their learning activities.

Our children have a love of learning, relevant skills and understanding of computing to be confident, competent and safe users of computing in their personal and professional lives.

- Children are confident users of technology, able to use it to accomplish a wide variety of aspirational goals, both at home and in school.
- Children are able to apply the British values of democracy, tolerance, mutual respect, rule of law and liberty when using digital systems.
- Children have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving.

Online Safety

- As part of our responsibility for safeguarding, the children are taught about e-safety throughout all year groups.
- How we keep children safe online is detailed in our E Safety Policy.

Review

This policy will be reviewed as appropriate by staff and governors

Effective Date

Reviewed June 2021

Next to be reviewed September 2022