Abingdon Primary School Computing Policy

Computing Intent:

At Abingdon Primary School, we view computing as a fundamental component of the creative curriculum. It is a subject that not only stands alone but is an integral part of all learning. Computing is now a significant part of daily life and we believe that children should be at the forefront of new technology, with a thirst for wanting to learn more about our fast-changing world.

We aim to provide our children with a wide range of skills which enables them to be computational thinkers and participate effectively in the digital world. Abingdon's computing curriculum provides children with pertinent learning opportunities which ensures they are well-equipped with skills to help them succeed in today's modern life.

We aim to:

- Enable children to become independent and confident users of computing technologies whilst gaining enjoyment from their computing lessons.
- Fulfil the requirements of the National Curriculum for Computing and to ensure that progression is achieved for all.
- To use computing as an engaging cross curricular link across a range of subjects in our creative curriculum.
- To provide children with opportunities to develop their computing capabilities across the curriculum using a variety of devices.
- To ensure computing is used, when appropriate, to improve access to learning for pupils with a diverse range of individual needs, including those with special educational needs.

Implementation

At Abingdon, we strive to provide a high-quality computing curriculum which is broken down into 3 key areas:

- Digital Literacy
- Computer Science
- Information Technology

Objectives within each of these main strands supports the development of each child's learning and gives them a solid ground for future learning and beyond. Throughout these lessons, children have opportunities to use a range of technology including laptops, iPads,

cameras, voice recording equipment and programmable toys. Teachers at Abingdon Primary ensure that cross-curricular links are in place to motivate children and enable them to fully embed the skills they have been taught.

At Abingdon Primary School, we ensure our Computing Curriculum meets all aspects of the National Curriculum. The national curriculum for computing aims to ensure that all pupils:

• can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.

• can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.

• 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.

At Abingdon we teach computing lessons for 1 hour per week. We follow the Purple Mash Scheme of Work to ensure there is a clear progression of skills fully embedded across both key stages. This scheme of work also enables computing to enhance other areas of the curriculum through cross-curricular topics.

Aims of the Purple Mash scheme of work:

Through the teaching of the Purple Mash scheme, we will:

- Provide an exciting, rich, relevant and challenging Computing curriculum for all pupils.
- Enthuse and equip children with the capability to use technology throughout their lives.
- Give children access to a variety of high quality hardware, software and unplugged resources.
- Instil critical thinking, reflective learning and a 'can do' attitude for all our pupils, particularly when engaging with technology and its associated resources.
- Teach pupils to become responsible, respectful and competent users of data, information and communication technology.
- Teach pupils to understand the importance of governance and legislation regarding how information is used, stored, created, retrieved, shared and manipulated.
- Equip pupils with skills, strategies and knowledge that will enable them to reap the benefits of the online world, whilst being able to minimise risk to themselves or others.
- Use technology imaginatively and creatively to inspire and engage all pupils, as well as using it to be more efficient in the tasks associated with running an effective school.
- Utilise computational thinking beyond the Computing curriculum.

Impact

Our high-quality computing curriculum equips our children with the ability to use computational thinking and creativity to understand and thrive in our ever-changing digital world. By the time our pupils leave Abingdon Primary School, they will have gained key knowledge and skills in the three main areas of the computing curriculum: computer science, information technology, and digital literacy. Our computing curriculum will aid the development of learning across the key stages, ensuring a solid grounding for future learning and beyond.

At Abingdon Primary, we monitor and measure the impact of our Computing Curriculum by:

- Assessing children's understanding of topic linked vocabulary before and after the unit is taught.
- Capturing Images and videos of the children's practical learning.
- Conducting 'pupil voice' where we interview the children about their learning.
- Virtual 'book looks'.
- Annual reporting of the standards across the curriculum.