

# Kew Woods Primary School

## Computing and Learning Technology Policy



### Computing Intent Statement

#### Basic Curriculum Principles:

- 1. Learning is a change to long-term memory**
- 2. Our aims are to ensure that our pupils experience a wide breadth of study and have, by the end of each key stage, long-term memory of an ambitious body of knowledge**

Kew Woods Primary School provides a computing curriculum that champions excellence; supporting pupils in achieving to the very best of their abilities. We understand the immense value technology plays not only in supporting the Computing and whole school curriculum but overall in the day-to-day life of our school.

Technology can provide: enhanced collaborative learning opportunities; better engagement of pupils; easier access to rich content; support conceptual understanding of new concepts and can support the needs of all our pupils.

- 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.
- Provide technology solutions for forging better home and school links.
- Utilise computational thinking beyond the Computing curriculum.
- Exceed the minimum government recommended
- Provide additional opportunities for pupils not accessing Computing, or struggling to access some areas of the curriculum

We aim for the all pupils:

- To understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- To analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems

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- To evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- To be responsible, competent, confident and creative users of information and communication technology
- To access recall opportunities within each lesson, embedding learning in the long term memory.

### Implementation:

To strengthen our schema and support teachers, we use a number of quality teaching resources to deliver Computing at Kew Woods. At Kew Woods, we follow the Teach Computing Scheme of Work (National Centre for Computing Excellence), and we supplement this with seeking out cross-curricular enrichment opportunities. This scheme supports all requirements of the National Curriculum.

Our Computing subject leader ensures all teachers are trained to use all the software and hardware required to deliver Computing effectively. The scheme supports specialist and non-specialist teachers by providing engaging and exciting resources and week by week lesson plans, therefore reducing teacher workload. It is expected that one discrete Computing lesson is taught per week, with opportunities to use technology and apply skills embedded in the curriculum.

We use a variety of methods to provide an enquiry based learning situation. Work is planned, taught and assessed to involve the children in tasks, which will use any of our learning technology resources to give them the opportunity to show what they know, understand and can do. The nature of computing and the resources available are such that children can work as a whole class, in small groups or individually. Computing skills are taught through modelling and demonstration leading on to activities in which the pupils develop the skills with adult support. Differentiation can be provided through outcome i.e. where different children respond differently in the use of the same software for a given task, or may choose to use different software/ hardware for the same task. It can also be provided by task where separate tasks and software are provided for the different ability groups.

Team-teaching also enhances our provision of differentiated learning. When additional teachers/adults are available during Computing lessons they work in a variety of ways, including:

- Supporting / observing / recording the participation of individuals during lessons.
- Sharing an aspect of the whole class delivery.
- Working with groups during guided work.
- Supporting individuals during independent work.

The strategies employed are at the team's discretion and will be subject to change depending on

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the objectives of the lesson. Peer cascading is used in the teaching of Computing, for pupils to pass on their knowledge and skills to others.

The use of technology for learning is planned as an integral part of all curriculum subjects. The Computing element is based on the National Curriculum Programmes of Study, the Chris Quigley Essentials curriculum and the Purple Mash Curriculum. Through monitoring we ensure that a balanced study of all areas of Computing takes place as well as progression of skills through the school.

These areas are: -

- Coding and computational thinking
- Spreadsheets
- Internet and email
- Art and design
- Music
- Database and graphing
- Writing and presentation
- Communication and networks

### **Foundation Stage**

Children in the Foundation stage find out about and identify the uses of everyday technology and use technology to support their learning. They have constant access to computers, cameras, handheld technologies and programmable toys in their classroom, with adult support to enhance their learning. The Reception class also have specific computer based lessons in the Hub.

### **SEND**

In Computing, a broad balanced and relevant curriculum is provided. It is matched to the needs of individual pupils and is the most effective means of ensuring the optimum educational development of children across the whole continuum of educational needs. Therefore, this approach is appropriate for children in Nursery and mainstream classes who have particular Special Educational Needs.

Computing is also used to help children with special needs to increase their independence and develop their interests and abilities.

Specific software is available on all devices to supplement teaching and learning across a range of areas

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### **Equal Opportunities**

Technology contributes to the whole school policy for equal opportunities in two respects; through the taught curriculum and by its teaching and learning strategies.

Computing is taught as an integral part of core and foundation subjects and all children are encouraged to use it for topics and tasks which interest them.

We use software and tasks which are not gender biased, pupils see male and female staff members using technology with confidence.

A variety of teaching styles and methods are used which give all children equal access to computers and other technology resources. Care is taken to ensure that all children take an active role and are questioned fairly.

Children are given opportunities to work in ability and mixed-ability groups and receive similar opportunities in differentiated forms.

Individual and collaborative learning provides all children with an equal opportunity to develop their own specific strengths in the field of Computing.

### **Resources**

A vast range of resources are available to teach Computing and enhance the overall curriculum. We aim to keep these resources relevant and up to date by the implementation of a four year rolling replacement schedule. The subject leader will take responsibility for the identification of new technology.

KS1 and KS2 pupils will have password access to online learning sites: Bedrock Learning, Times Table Rockstars, Maths.co.uk.

KS1 Pupils will also have access to Numbots.

iPads are available to enhance learning. Apps are purchased in accordance with Apple's Volume Purchasing Programme. Staff members can request specific apps, but it is to the discretion of the subject leader whether or not it is installed.

Where possible, we offer the pupils a range of enrichment opportunities, which include working with outside agencies (e.g. MGL Digital Leader Conference) and trips and visits (e.g. Apple Store Field Trip in Year 6).

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### **Teaching Resources**

All class teachers will have access to the following resources to aid planning, teaching and assessment of computing.

- A class computer that is linked to an interactive display and audio system
- Year group specific curriculum guidance documents
- The Teach Computing resources on a shared drive
- A laptop to use for planning
- An iPad linked to the school's iTunes account
- Guidance on assessment, Computing expectations, rules for Internet use and Health and Safety information.
- Copies of the acceptable usage policies for pupils and adults at school.

All users of technology in school will agree to and sign an acceptable usage policy, outlining the expected appropriate use of school resources. There is further information on this in the school online safety policy.

### **Monitoring and Evaluation**

The subject leader monitors planning throughout the year in accordance with the action plan agreed with the curriculum coordinator. They will scrutinise yearly and half-termly plans for each class which are evaluated to ensure coverage of the agreed curriculum.

At least once a year work from pupils in each class will be scrutinised looking for evidence of Computing, quality application of skills, continuity and progression.

In addition, the co-ordinator has at least one monitoring focus each year which includes lesson observations, pupil interviews and demonstrations, and work scrutiny to further aid development of the curriculum.

### **Review and Continuing Professional Development**

Information is collected annually to inform the school's development plan. The INSET coordinator monitors staff training needs and ensures that there is a balance in the courses provided, both in terms of the school development plan and professional requirements as manifested through the performance management process and informal staff discussions.

The Computing subject leader and members of the Leadership team will continue to use the

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schools monitoring and action planning cycle to assess the school's use of technology and plan for future provision.

The school's Computing subject leader will develop the school's online learning platforms, and will provide staff INSET on how to use it.

Maintenance of the school website is continuous.

In addition, advice and training will be given, by the co-ordinator, to individual members of staff on specific software as necessary. The intended outcome is to further develop and strengthen the delivery of the Computing curriculum.

The Computing subject leader will keep up to date with new initiatives and technologies through networking, including:

- Maintaining a leading role in the CORE collaborative and the Southport Learning Partnership.
- Attending Teach meets (opportunities for sharing of good practice)
- Regular discussion with colleagues via the Internet (eg. Twitter)
- Attending events provided by LEA and other suppliers (e.g. MGL)

### **Digital Leaders and Digital Council**

Technology has a high profile at Kew Woods. We strive to include many stakeholders in our planning and implementation of learning technology and the Computing curriculum. To aid this, two interlinking groups have been established by the Computing subject leader: 'Digital Leaders' and the 'Technology Team'.

The 'Digital Leaders' consist of pupils from Years 5 and 6 who demonstrate a high level of computing capability. The digital leaders meet regularly and their duties involve:

- Trying out new technology.
- Sharing skills with others at school.
- Researching and developing the use of new technologies.
- Monitoring the use of technology to support learning.
- Helping teachers to develop their computing skills and knowledge.
- Helping teachers to deliver lessons.
- Running a club.

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- Running parent workshops.
- Blogging about what's happening with technology.
- Raising the profile of online safety in school.

The 'Digital Council' consists of staff members who have put themselves forward for the role. It is a prerequisite that they have a good level of capability when it comes to the use and upkeep of technology. They meet half termly and duties involve:

- Trying out new technology.
- Sharing skills with others at school.
- Researching and developing the use of new technologies.
- Monitoring the use of technology to support learning.
- Helping teachers to develop their computing skills and knowledge.
- Helping teachers to deliver lessons.
- Running a club.
- Running parent workshops.
- Blogging about what's happening with technology.
- Liaising with Digital Leaders.
- Supporting online safety promotion in school.

### **Online Wellbeing**

At Kew Woods Primary School we strive to safeguard and educate our school community in the digital world that we live in. Online Safety is high profile at Kew Woods and is taught and practised throughout the curriculum. A growing aspect of this is how technology can impact on wellbeing.

We strive to educate all stakeholders on the causes and effects of using technology on wellbeing, including the impact social media and too much screen time can make.

Through our staff development plans, pupil curriculum and parent workshops, we deliver guidance and raise awareness of this crucial area.

### **Online Safety**

Online safety has a high profile at Kew Woods for all stakeholders. We ensure this profile is maintained and that pupil needs are met by the following:

- A relevant up-to-date online safety curriculum which is progressive from Early Years to the end of Year 6, that deals with online threats and the mental health aspects of Internet use and social media.

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- A curriculum that is threaded throughout other curriculums and embedded in the day-to-day lives of our pupils.
- Training for staff and governors which is relevant to their needs and ultimately positively impacts on the pupils.
- Scheduled pupil voice sessions and learning walks steer changes and inform training needs.
- Through our home/school links and communication channels, parents are kept up to date with relevant online safety matters, policies and agreements. They know who to contact at school if they have concerns.
- Pupils and staff have Acceptable Use Policies which are signed and copies freely available.
- Our online safety policy (part of our safeguarding policy) clearly states how monitoring of online safety is undertaken and any incidents/infringements to it are dealt with.
- Filtering and monitoring systems for all our online access.
- Data policies which stipulate how we keep confidential information secure.

### **Maintenance**

School works closely with the local authority to ensure that physical systems and technology is operational. If a member of staff wishes to report a fault they should do so via the secure on site form.

An engineer works with school half a day a week. In this time they liaise with the subject leader, who reports issues logged and raises any other business.

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### Impact:

Short term progression pupils make in Computing will be evidenced at the end of each lesson and each unit, with responses to tasks and reflections evidenced in Computing Journals. These will move through the school with the pupils. Teachers will assess outcomes at the end of each unit, and will log their judgements on Arbor.

There will be improved computational skills and critical application. Pupils should become more confident and knowledgeable when talking about the areas of Computing, demonstrating use and understanding of specific vocabulary. Pupils should be inspired and have a sense of achievement at the end of each lesson/ unit. We compare pupils' work over time. Other evidence for progression and impact can be drawn from lesson observations, pupil/ staff interviews, learning walks and online evidence. At the end of each academic year, achievement and additional assessments are handed to the next class teacher. Termly parents' meetings are arranged to allow parents to have the opportunity to discuss their child's progress with the teacher.

Short term progression pupils make in Computing in their performance will be evidenced at the end of each lesson and each unit. There will be improved computing skills and increased digital fluency and application. Pupils should become more confident and knowledgeable when talking about different aspects of Computing.

We will assess knowledge over time to ensure it is in the long term memory. We acknowledge that knowledge precedes creativity and it is essential to fully grasp the basic aspects first. We compare pupils' work over time.

Pupils will be aware of aspirational targets and future careers in the field of Computing.

### Policy Implementation and Review

This policy was reviewed by SLT, shared with staff and approved by governors. It will be reviewed annually as per the policy review cycle.