Computing Policy

Meir Heath Academy

Approved by:	Mrs M Southern / Mr J Spencer	Date: 16.10.17
Last reviewed on:	Sept 2015	
Next review due by:	Sept 2019	

AIMS

At Meir Heath Academy we aim to enable all pupils to:

• Provide a relevant, challenging and enjoyable curriculum for all pupils.

• Meet the requirements of the national curriculum programmes of study for computing.

• Use computing as a tool to enhance learning throughout the curriculum.

• To respond to new developments in technology.

• To equip pupils with the confidence and capability to use computing throughout their later life.

• To enhance learning in other areas of the curriculum using computing.

• To develop the understanding of how to use computing safely and responsibly.

TIME ALLOCATION

- Every pupil within the school will receive the equivalent of at least one hours teaching in computing per week.
- Pupils throughout the whole school will have additional E-safety sessions on a half-termly basis through PSHE.

THE ROLE OF THE COMPUTING COORDINATOR

The computing coordinator will:
• Offer help and support to all members of staff (including teaching assistants) in their teaching, planning and assessment of Computing.
• Maintain resources and advise staff on the use of materials and equipment
• Monitor classroom teaching or planning.
• Monitor the children's computing work, looking at samples of different abilities.
• Lead staff training where necessary
• Have enthusiasm for computing and encourage staff to share this enthusiasm.
• Liase with all members of staff on how to reach and improve on agreed targets.

THE ROLE OF THE CLASS TEACHER

It is the responsibility of every class teacher:

- Plan and deliver the requirements of the KS1 and KS2 computing programmes of study.

- Set high expectations for all their pupils, including pupils with special educational needs (SEND) and academically more able pupils.

- Encourage pupils to apply their knowledge, skills and understanding of computers and ICT across the curriculum.

- Tailor lesson delivery according to pupils' respective abilities

KEY STAGE 1 PUPILS WILL BE TAUGHT TO:

- Understand what algorithms are, and how they are implemented.
- Create and debug simple programs.
- Predict the behaviour of simple programs.
- Create, organise, store, manipulate and retrieve digital content.
- Recognise common uses of Computing beyond school.
- Use technology safely and respectfully, keeping personal information private, and to identify where to go for help and support when they have concerns online.

KEY STAGE 2 PUPILS WILL BE TAUGHT TO:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems, and solving problems.
- Use sequence, selection, and repetition in programs.
- Work with variables and various forms of input and output.
- Explain how some simple algorithms work, and how they can detect and correct errors.
- Understand computer networks, how they can provide multiple services, and the opportunities they offer for communication and collaboration.
- Use search technologies, understand how results are selected and ranked, and be able to critically evaluate digital content.
- Select, use and combine a variety of software on a range of devices to design and create programs, systems and content that accomplish specific goals.
- Use technology safely, respectfully and responsibly, recognise acceptable behaviour and identify a range of ways to report online concerns.

MONITORING

- The impact of the Computing curriculum is monitored regularly by the Computing subject leader through pupil discussion, samples of work and discussion with teachers, an electronic portfolio and the use of the NAACE Self Review Framework.
- Systematic monitoring of all threads of Computing informs the subject leader and school development plan.
- The Computing leader conducts regular audits of the training needs of teachers and teaching assistants to improve their subject knowledge and confidence.

Cross curricular links

As a staff we are all aware that computing capability should be achieved through core and foundation subjects. Where appropriate, computing should be incorporated into schemes of work for all subjects. Computing should be used to support learning in other subjects as well as develop computing skills.

PARENTAL INVOLVEMENT

Parents are encouraged to support the implementation of computing where possible by encouraging use of computing skills at home during home-learning tasks such as ActiveLearn and through the school website. They will be made aware of e-safety and encouraged to promote this at home.