Hallcroft Infant & Nursery School

Computing Policy
March 2024

Introduction

Learning about information and computational thinking children are having their eyes opened to the technological world around them.

Having a knowledge of computing allows children to become computer literate meaning they are able to express themselves safely and generate their ideas through the use of technology. In a highly digital world, computing is a subject which is highly important to allow children to develop in their lives.

Aims

We aim to give our pupils the opportunity to:

- To develop an understanding of computer technology.
- Understand how computer technology can be used safely and securely.
- To begin to learn about algorithms and how they can be used to program.
- To use computing technology such as algorithms and debugging to fix problems in computer programming.

Intent

To fulfil our aims we will:

- Begin to use safe software, Purple Mash, throughout school.
- Develop the children's understanding of staying safe online through the promotion of using a safe search engine and trusted websites.
- Use a wide variety of coding games and activities to embed the learning.
- Teach simple subject-specific vocabulary relating to computer programming.

Implementation

Foundation Stage

Computing is taught in Nursery and Reception through the EYFS Development Matters Curriculum in a cross curricular approach. Relevant areas which link to the KS1 Computing curriculum include;

Communication & Language, Personal, Social & Emotional Development, Mathematics, Understanding the World and Expressive Arts and Design.

Characteristics of Effective Learning: Playing and Exploring, Active Learning, Creating and Thinking Critically support children's learning across all areas, access to technology within the provision.

Key Stage 1

Computing is taught according to the requirements of the National Curriculum programmes of study.

Subject content KS1:

- To understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- To create and debug simple programs.
- To use logical reasoning to predict the behaviour of simple programs.
- To use technology purposefully to create, organise, store, manipulate and retrieve digital content.

- To recognise common uses of information technology beyond school.
- To 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.

The curriculum is delivered through cross curricular topics with subject specific lessons. We use key software to enhance learning. Concepts like an understanding of algorithms are revisited at various points through the year to enable pupils to make connections and embed learning. Specific computing vocabulary will be taught to support pupils to talk about the subject.

Specific details of what is taught and when are outlined in the Subject Knowledge Plans, with detailed expectations of content written in the Knowledge Organisers for each half term. The Knowledge Organisers also identify key vocabulary and related software.

Resources

Resources to support learning in computing have been recently developed. There is a full class set of new laptops and every pupil has access to Purple Mash. Visitors may come to school to promote software and provide information regarding internet safety.

Equal Opportunities

All children regardless of gender, age, creed, ethnicity, (or any other protected characteristic) aptitude or ability have equal access to the range of activities and experiences offered in Computing.

Special Needs

All children will have access to all areas of the Computing Curriculum. Children with SEND will be given differentiated computational tasks, according to their individual needs and abilities.

How to help at home

- Every half term the school website is updated with current Knowledge Organisers relating to the learning for that half term; enabling parents to support learning at home.
- Encourage your child to access Purple Mash to embed how to log in to a safe portal.
- Give your child a specific ‘algorithm’ (instruction) to follow when they are doing daily tasks.
- Use the Safer Schools app to keep up to date on how to keep your child safe on the most popular games and apps.

Assessment and Recording

- Each term every child in EYFS is assessed using the EYFS Development Matters document and given an attainment level in months based on their knowledge of People and Communities and The World.
- By the end of KS1 children are expected to know, apply and understand the skills and knowledge outlined in the relevant program of study for computing; as detailed in our computing End Points.

Responsibilities and Review

- All teaching staff have responsibility for implementing all aspects of this policy.
- The computing subject leader has the role of monitoring computing through lesson drop ins, online work scrutiny, discussions with pupils and teachers and environment walks.
- The computing subject leader will review this policy and the curriculum as required.