

Hawthorn Tree Primary School
Computing Policy

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INTRODUCTION

The teaching staff plan and teach Computing as a cross curricular subject with some lessons/objectives being taught as a standalone subject.

The main focuses of Computing are:

- Online Safety
- Computer Systems and Networks
- Programming
- Creating Media
- Data Handling

1. AIMS OF POLICY

1.1 The aims of this policy are to:

- Ensure that all pupils understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- That pupils will be able to analyse problems in computational terms and have practical experiences of writing computer programs so that they can confidently solve computer problems.
- That pupils can evaluate and apply information technology, including new or unfamiliar technologies to solve problems.
- That pupils are responsible, competent, confident and creative users of information and communication technology.
- All staff are currently following the subject plan in order to deliver the new National Curriculum.

2. STATUTORY ENTITLEMENT AND TIME ALLOCATION

Pupils in KS1 and KS2 will follow the units of study as outlined by the National curriculum. All classes have allocated time on the laptops and they have access to at least five iPads at all times. In the academic year 2025-2026, we hope to expand our resources to two sets of devices: one for KS1 and one for KS2.

3. PLANNING

At Hawthorn Tree Primary School, we follow the Kapow scheme of work to plan our long, medium and short-term planning, which runs in line with the National Curriculum. Each year group have been directed to their own resources relevant to their year group. Within each resource folder, there are five units for each year group to follow: Online Safety, Computing Systems and Networks, Programming, Data Handling and Creating Media. This ensures that every year group is following the National Curriculum successfully.

Each teacher is responsible for having a copy of their planning and adapting lessons to meet the needs of their pupils.

4. COMPUTING'S CONTRIBUTION TO LEARNING ACROSS THE CURRICULUM

Computing promotes Pupils Spiritual, Moral, Social and Cultural Development (SMSC) by preparing pupils for the opportunities, responsibilities and experiences they will encounter later on in their lives.

Computing will be used to enhance both teaching and learning throughout the other curriculum subjects.

5. EQUAL OPPORTUNITIES/ SEND

All children regardless of their ability, social background or whether they are on the SEND register will have access to high quality Computing education which is age or stage suitable. This will be delivered through programmes, apps and differentiated teaching.

6. ASSESSMENT AND MONITORING

Here at Hawthorn Tree Primary School the Subject Leader monitors the subject Computing through work scrutiny, questionnaires to pupils, and learning walks. Since the academic Year 2021-2022, we have used exercise books so that progression can be seen through the workbooks. From the academic year 2025-2026, the exercise books will be on two-year cycle so there will be one book for year 1 which will follow them to year 2, one book for year 3 which will follow them to year 4, and one book for year 5 which will follow them to year 6.

7. BACKGROUND INFORMATION

This document was informed by referring to the new National Curriculum Handbook.

8. Review date for this Policy

July 2029

APPENDICES

1. THE SCHEME OF WORK OVERVIEW FOR THE SUBJECT COMPUTING.

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
1	Online Safety	Computing Systems and Networks: Improving Mouse Skills	Programming 1: Algorithms Unplugged	Programming 2: Bee-bots	Creating Media: Digital Imagery	Data Handling: Introduction to Data
2	Online Safety	Computing Systems and Networks 1: What is a Computer?	Programming 1: Algorithms and Debugging	Computing Systems and Networks 2: Word Processing	Creating Media: Stop Motion	Data Handling: International Space Station
3	Online Safety	Computing Systems and Networks 1: Networks and the Internet	Programming: Scratch	Computing Systems and Networks 2: Emailing	Creating Media: Video Trailers	Data Handling: Comparison Cards Databases
4	Online Safety	Computing Systems and Networks: Collaborative Learning	Programming 1: Further Coding with Scratch	Creating Media: Website Design	Programming 2: Computational Thinking	Data Handling: Investigating Weather
5	Online Safety	Computing Systems and Networks: Search Engines	Programming 1: Programming Music	Data Handling: Mars Rover	Programming 2: Micro:bit	Creating Media: Stop Motion Animation
6	Online Safety	Computing Systems and Networks: Bletchley Park	Programming: Python	Data Handling: Big Data 1	Creating Media: History of Computers	Data Handling: Big Data 2