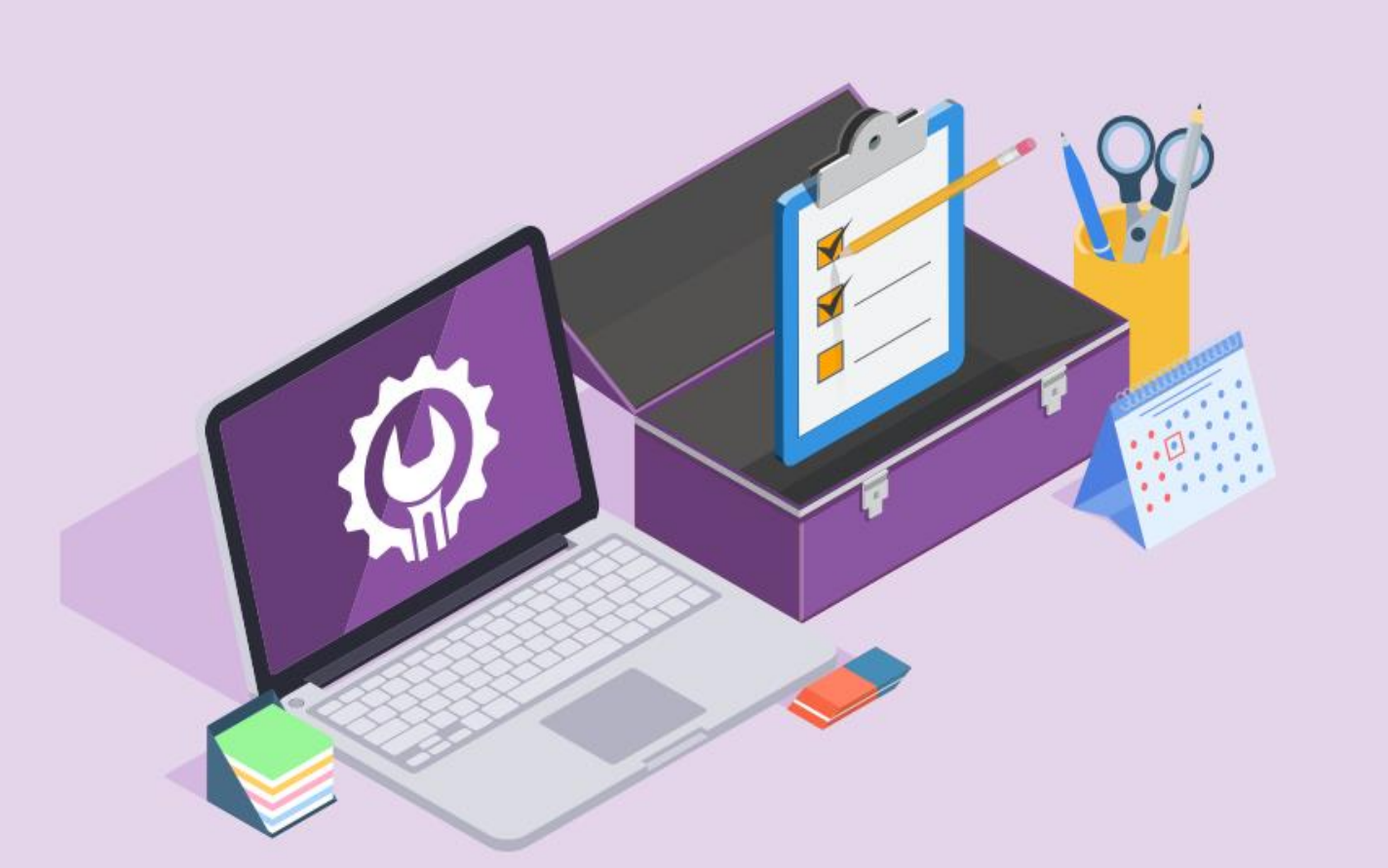
Computing Policy

October 2024



HLC Computing intent

At HLC, we have chosen the Purple Mash Computing Scheme of Work from Reception to Year 6. The scheme of work supports our teachers in delivering fun and engaging lessons which help to raise standards and allow all pupils to achieve to their full potential. We are confident that the scheme of work more than adequately meets the national vision for Computing. It provides immense flexibility, strong cross-curricular links and integrates perfectly with the 2Simple Computing Assessment Tool. Furthermore, it gives excellent supporting material to guide those who are less familiar with technology.

- 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.
- Teach pupils to become responsible, respectful and competent users of data, information and communication technology.
- 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.

HLC Computing implementation

Early Years

We aim to provide our pupils with a broad, play-based experience of Computing in a range of contexts.

- Early Years learning environments should feature ICT scenarios based on experience in the real world, such as in role play.
- Pupils gain confidence, control and language skills through opportunities to 'paint' on the interactive board/devices or control remotely operated toys.
- Outdoor exploration is an important aspect, supported by ICT toys such as controllable traffic lights and walkie-talkie sets.
- Recording devices can support children to develop their communication skills. This is especially useful for children who have English as an additional language.

Key Stage 1

With the consistent teaching of computing pupils will be taught to:

- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.
- Write and test simple programs.
- Organise, store, manipulate and retrieve data in a range of digital formats.
- Communicate safely and respectfully online, keeping personal information private, and recognise common uses of information technology beyond school.

In KS1 pupils are expected to practise logging themselves into the computer. Log in cards should be printed and available to assist pupils with this. Pupils must be taught how to correctly navigate the device they are using. E-safety is our highest priority and pupils must be taught how to respond should they encounter inappropriate content.

On Purple Mash the lesson activity should be set as a 2do. This will enable the teacher to mark and feedback to individual pupils. Once a piece of work has been handed in this should be marked by the teacher using either the comment function or the awards function.

Key Stage 2

With the consistent teaching of computing pupils will be taught to:

- Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection and repetition in programs; work with variables.
- Use logical reasoning to explain how a simple algorithm works and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the worldwide web; and the opportunities they offer for communication and collaboration.
- Describe how Internet search engines find and store data; use search engines effectively; be discerning in evaluating digital content; respect individuals and intellectual property; use technology responsibly, securely and safely.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

In KS2 pupils must be able to demonstrate that they can log themselves onto the device and onto Purple Mash. Log in cards should be stuck in planners to enable pupils to access their password efficiently. Where two or more pupils are sharing a device, the learners who are not logged in should type their name in the hand-in box before submitting the work.

Each lessons work must be set as a 2do. This will enable teachers to mark work and feedback to individual learners. Work can be marked using the comment section or the awards function.

HLC Computing Impact

The expected impact is that children will:

- understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation (Computer science)
- analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems (Computer science)
- evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems (Information technology)

- be responsible, competent, confident and creative users of information and communication technology. (Digital literacy)

Within Computing we encourage a creative and collaborative environment in which pupils can learn to express and challenge themselves. The success of the curriculum itself will be assessed via the analysis of yearly progress data, conducting regular pupil voice sessions, lesson observations and skills audits. This will then inform future adaptions of the schemes of work and help to ensure that progression is evident throughout school.

HLC Computing assessment

Pupil attainment is assessed using the 2Simple Computing Assessment Tool for Years 1 to 6. The tool enables staff to accurately identify attainment of pupils through the detailed exemplification it has for each key learning intention.

Tracking of attainment by using the 2Simple Computing Assessment Tool is used to inform future planning.

HLC Computing lesson format

Computing lessons will be taught in the following steps:

- All pupils logging into their account.
- Vocabulary and learning intention shared with pupils.
- Input following the purple mash planning (adapt to suit the current needs of your pupils).
- Independent application (partner work or group work may be suitable).
- Digitally hand in work.
- Recap and review learning.

Written by Louise Burgess (8th October 2024)
To be reviewed October 2026