Computing Policy Statement

Intent:

At Christ Church CofE Primary School, our intent is to provide a high-quality computing education that equips all children with the skills and knowledge to navigate and thrive in a digital world. We aim to foster computational thinking, creativity, and digital literacy, ensuring that all pupils can use technology effectively across the curriculum. Our curriculum is designed to ensure that all pupils, regardless of their background or starting point, achieve age-related expectations in computing.

Key Objectives:

- To develop a strong foundation in computer science, including programming, algorithms, and data representation.
- To enhance digital literacy, enabling pupils to use technology responsibly and effectively to communicate and present information.
- To promote problem-solving and critical thinking skills through the application of computing concepts in real-world contexts.

Implementation

The implementation of our computing curriculum is guided by the National Curriculum for Computing and aims to strike a balance between computer science, information technology, and digital literacy.

Curriculum Design:

- A comprehensive curriculum that integrates the three core areas of computing: computer science, information technology, and digital literacy, ensuring a well-rounded approach to computing education.
- Regular lessons are provided in key stages 1 and 2, focusing on developing skills in programming, data handling, and safe online practises.

Teaching Strategies:

- **Balanced Curriculum**: We ensure that all areas of the computing curriculum are covered, including:
  - **Computer Science**: Teaching the principles of algorithms, programming, and computational thinking.
  - **Information Technology**: Enabling pupils to use technology to produce and present data, documentation, and information effectively.
  - **Digital Literacy**: Teaching pupils how to use technology safely and responsibly, including understanding online privacy and digital footprints.
- **Cross-Curricular Integration**: We encourage the use of computing skills across other subjects, enabling children to apply their knowledge in various contexts. This includes using IT to create presentations, conduct research, and analyse data.
- **Hands-On Learning**: Practical experiences, such as coding activities and digital projects, are incorporated to engage pupils and enhance their understanding of computing concepts.

Assessment and Feedback:

- Ongoing formative assessment is conducted to monitor pupil progress in computing and inform teaching practises.
- Clear feedback mechanisms guide pupils in improving their computing skills, aligned with our school's assessment policies.

Impact

The impact of our computing policy will be measured through various indicators that reflect the effectiveness of our teaching and the progress of our pupils.

Success Indicators:

- Increased percentages of pupils achieving age-related expectations in computing by the end of each key stage, including enhanced digital literacy skills, demonstrated through the effective use of technology in cross-curricular projects and presentations.
- Improvement in pupil engagement and attitudes towards computing, evidenced through pupil voice and participation in computing initiatives.

Monitoring and Evaluation:

- Regular reviews of pupil progress data and assessment outcomes to evaluate the effectiveness of our computing curriculum.
- Feedback from staff, pupils, and parents will inform future developments in our computing provision.