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Airedale Junior School

Computing Policy

Miss Williams



Airedale Junior School Computing Policy

Introduction

The use of information and communication technology is an integral part of the national curriculum and is a key skill for everyday life. Computers tablets, programmable equipment, digital and video cameras are a few of the tools that we use to acquire, organise, store, manipulate, interpret, communicate and present information. At Airedale Junior School, we recognise that pupils are entitled to quality hardware, software, and a structured and progressive approach to the learning of the skills, which are needed to enable them to use the equipment safely and effectively.

Aims

- To provide a relevant, challenging and enjoyable curriculum in computing for all pupils
- To meet the requirements of the national curriculum programmes of study for computing
- To 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 develop an understanding of how to use computing safely and responsibly

Resources & Access

The school acknowledges the need to continually maintain, update and develop its resources and to make progress towards a consistent, compatible system by investing in resources that will effectively deliver the strands of the national curriculum and support the use of computing across the school. Teachers are required to inform MINT (via M. Mattison) as soon as they are noticed in the logbook. A service level agreement with MINT is currently in place to ensure that the hardware, software and audio-visual equipment is continually updated and maintained.



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Curriculum Content for KS2

Pupils should be taught to:

- design, write and debug 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 and various forms of input and output
- use logical reasoning to explain how some simple algorithms work 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 world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Planning

Airedale Junior School is using a scheme of work created to link to many of the topics that year groups currently teach. These links are purposely made to ensure that whilst children develop the computing skills required of them by the national curriculum, the use of computing is also embedded across the other curriculum subjects.



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Airedale Junior School - Curriculum Map

Year 3	<u>Raiders of the Lost Raar!</u> Safe internet/key word searching	<u>The Flintstones</u> Faux Paux E-Safety - Strangers online/closing unsuitable sites etc.	<u>Hakuna Matata</u> Word Processing/ Touch Typing (BBC Dance Mat)	<u>Magic Beans</u> Programming Bee Bot APP	<u>Secret of Pompeii</u> Manipulating Puppet Show APP	<u>Complete Athlete</u> Email 2Email
Years 4	<u>Voyagers & Vampire</u> Coding Scratch Junior/ Scratch	<u>Town Planners</u> Programming Alex	<u>Smashing Saxons</u> Control Light Boxes	<u>Vicious Vikings</u> E-Safety Sharing personal Info/Passwords/ Photos & Avatars	<u>Into The Wild</u> Blogging Link to Cliffe House	<u>Indian Summer</u> Publishing Purple Mash/ Publisher India/Customs
Year 5	<u>I'm AN Evacuee</u> CAD Modelling 3-D Design Air Raid Shelters Sketch Up	<u>Get Ready To Rumble</u> Databases Purple Mash	<u>Greece Is The Word</u> Publisher/ Power-point Brochure About Greece	<u>Scrumdiddly...</u> Multimedia/Time Lapse Pictures/ Sensors/Graphs/ Data Analysis	<u>Infinity & Beyond</u> Programming Kodu in Space	<u>Eurovision</u> E-Safety DNA App (Safety on You Tube/ Gaming)
Year 6	<u>Please Sir!</u> Podcasting Linked to Cannon Hall Visit Hokusai/Photo story	<u>Short Circuit</u> Spreadsheets Excel Budgeting Xmas Party	<u>Tomb Raider</u> Web Design Wooblie	<u>Circle of Life</u> Coding Variety of APPs	<u>Man Overboard</u> Control & Model Floral Flowcharts	<u>Time For Africa</u> Film Making Word/IMovie/Movie Maker Ad about Benin
Y6 E-Safety - Ongoing Throughout Year - Link to Safety on Social Media (Facebook/Snapchat/Instagram etc)						

Computer Science	Information Technology	Digital Literacy
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Assessment

Assessment in computing should be both formative and summative. It should be:

- used to inform future planning
- used to promote continuity and progression
- taking account of the different needs of individual pupils
- based on a range of observations of practical tasks, participation, saved documents and discussions with pupils.



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Each term at Airedale Junior School, teachers present a snapshot of their pupils' learning experiences in the form of a 'Computing Enrichment' document.

The school uses assessment trackers for each curriculum subject including computing, which details the key skills that students should acquire in each unit of work. The up-keep of this document will be the responsibility of the class teacher to record the achievements of their pupils, and to inform future planning needs to respond to gaps in learning.

These documents will be monitored by the Computing Co-ordinator to check the progress of the pupils across the school. Other forms of monitoring will include scrutiny of class enrichment documents, pupil voice interviews, lesson drop ins/observations. Pupils who are not succeeding or who demonstrate a high ability in computing will be identified and given further support.

Teaching E-Safety

At Airedale Junior School, we understand that pupils must be taught to understand how to be responsible computer users in terms of both 'digital citizen-ship' and keeping themselves safe online. Every year group has a whole unit of work, which is planned to ensure that the learning of these skills is progressive and embedded, across the school.

Furthermore, E-Safety assemblies, theatre workshops, poster competitions will increase and enhance pupil awareness keeping the subject fresh in pupils' minds.