Cricket Green School

Computing Policy

Date reviewed: Spring 2017   Review Date: Spring 2018

Computing Policy

'Computers themselves, and software yet to be developed, will revolutionize the way we learn.'
Steve Jobs

Equal Opportunities

All children have the right to equal opportunities regardless of race, gender, culture, belief or exceptional need. All pupils at Cricket Green School have an entitlement to learning opportunities which maximise their potential, realise their individuality and encourage self-belief.

Computing is concerned with the handling, processing and organising of information (text, sound, graphics, tables, video) using any electronic device. Computing capability means pupils should be given the opportunity to develop and apply their computing skills in the curriculum, where appropriate.

Aims

To encourage pupils to develop their computing skills to the best of their ability and, where possible, to encourage them to develop an understanding of how their learning will impact on their future employment and leisure opportunities.

To enhance and enrich all pupil's current learning across all curriculum areas.

To ensure that the quality of teaching and learning is consistently at a high standard.

To ensure that teachers have the confidence, skills and resources to deliver the required curriculum.

To ensure that computing is regarded as a core skill within the curriculum from Foundation Stage to KS5.

To equip all pupils and staff with the knowledge of how to be safe online commensurate with their ability.
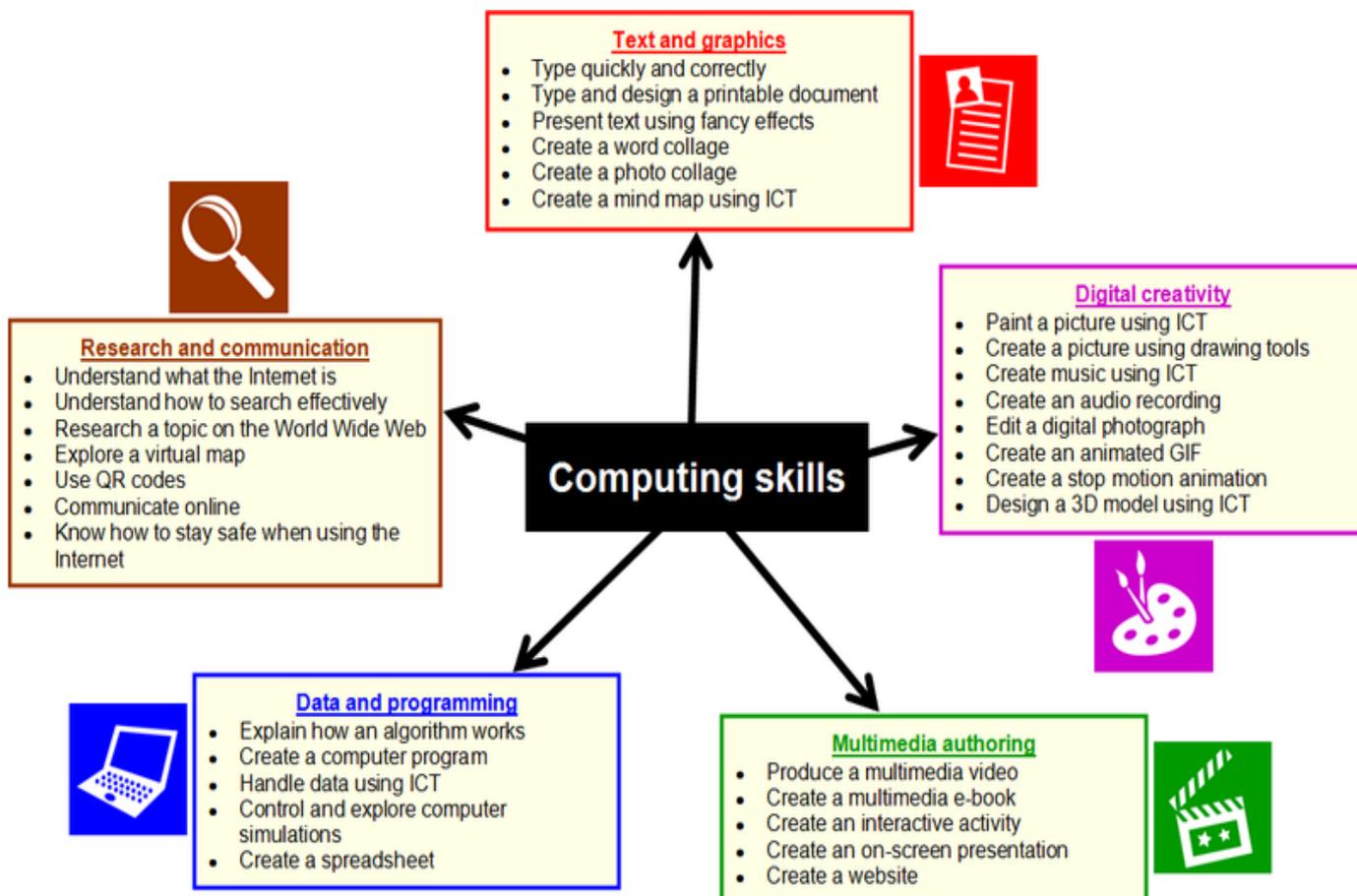
Online Safety

As a school we aim to ensure that students are equipped with the skills and knowledge to remain safe whilst online. To ensure this we support staff and parents to realise the role that they can play in keeping our students safe. Online safety and well-being is taught within the Computing curriculum from Foundation Stage to Key Stage 5 and is reinforced through the PSHE curriculum.

Curriculum

Children with special educational needs learn best through experience – using their senses and applying their learning to simulated and 'real-life' situations. Computing is a cross-curricular subject that can enhance any subject.

Primary Curriculum

The primary classes (Foundation to KS2) follow a 2 year cyclical plan that covers the five areas of the Computing Curriculum 2014 with online safety being taught within these lessons where applicable.

Text and graphics
- Type quickly and correctly
- Type and design a printable document
- Present text using fancy effects
- Create a word collage
- Create a photo collage
- Create a mind map using ICT

Digital creativity
- Paint a picture using ICT
- Create a picture using drawing tools
- Create music using ICT
- Create an audio recording
- Edit a digital photograph
- Create an animated GIF
- Create a stop motion animation
- Design a 3D model using ICT

Research and communication
- Understand what the Internet is
- Understand how to search effectively
- Research a topic on the World Wide Web
- Explore a virtual map
- Use QR codes
- Communicate online
- Know how to stay safe when using the Internet

Computing skills

Data and programming
- Explain how an algorithm works
- Create a computer program
- Handle data using ICT
- Control and explore computer simulations
- Create a spreadsheet

Multimedia authoring
- Produce a multimedia video
- Create a multimedia e-book
- Create an interactive activity
- Create an on-screen presentation
- Create a website

Key Stage 3 Curriculum

The Key Stage 3 curriculum that covers the five areas of the computing curriculum with online safety lessons taught as a topic once per year. Online safety is taught within the other topics and combined within PSHE lessons where applicable.

Key Stage 4 Curriculum

The Key Stage 4 curriculum has a focus on work skills whilst also covering the different areas of the computing curriculum. The students work towards the Pearson Edexcel examinations in ICT Functional Skills from Entry Level 1 to Level 2.

<u>6th Form Curriculum</u>

Computing in the 6th Form is integrated as part of their life skills curriculum. ICT is used to help meet the pupils' independent living targets, vocational opportunities and leisure. This is through activities such as digital photography, online shopping, researching travel plans and using known skills in practical, functional ways.

<u>Monitoring and Reporting</u>

Computing is planned using the "All, Most and Some" format for setting objectives taken from the 2014 Primary Computing Curriculum.   Progress is assessed using skills ladders that cover the different curriculum areas.

<u>Staff iPads</u>

There is a separate document that details the school policy for staff iPads.

Emily Watt

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