COMPUTING POLICY

Computing Policy

Mission Grove Primary School

This Policy has been written for and adopted by
the Governing Body of Mission Grove Primary School.

VISION

- Everyone Aims High
- Everyone is included
- Creativity is valued

VALUES

- Integrity
- Inclusion
- Life-long Learning
- High Aspirations
- Resilience

Approved by Governing Body

Date:

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1. Introduction

This policy sets out our school's vision, aims, principles and strategies for the delivery of Computing and the use of technology to support the curriculum.
At **Mission Grove Primary School**, we believe that computing is a vital tool that empowers children to explore, create, and problem-solve in an increasingly digital world. Our Computing Policy ensures that all pupils develop the knowledge, skills, and confidence to use technology safely and effectively, while nurturing curiosity, creativity, and resilience – core values of our school ethos.
This policy aligns with the **National Curriculum for Computing (UK)**, ensuring pupils gain a robust understanding of **computer science, digital literacy, and information technology**.

2. Aims and Objectives

The aims of the Computing curriculum at Mission Grove Primary School are to ensure that all pupils:

1. Understand computational thinking and can apply it to solve problems.
2. Develop practical skills in using hardware, software, and networks confidently.
3. Use technology responsibly and understand the principles of online safety.
4. Engage creatively with digital tools, fostering innovation and expression.
5. Prepare for future learning, equipping pupils with essential skills for secondary education and beyond.

These aims reflect our ethos of encouraging lifelong learning, confidence, and respect for others.

3. What is Computing in Primary Schools?

In primary schools, computing is the study of how computers and digital systems work, how to use them effectively, and how to solve problems using technology. It combines three main areas:
Computer Science – learning how algorithms, programming, and logical thinking help solve problems.
Information Technology (IT) – using software and devices to create, store, organise, and present information.
Digital Literacy – understanding how to use technology safely, responsibly, and creatively.
Computing helps children think logically, work creatively, collaborate, and become confident digital learners, preparing them for life in a technology-rich world.

4. What does Computing at Mission Grove look like?

Computing at Mission Grove Primary School is an engaging and practical subject in which pupils are encouraged to explore, create, and solve problems using a wide range of digital tools and technologies. The curriculum helps pupils develop confidence, creativity, collaboration and resilience in a technology-rich world. Lessons are taught weekly and focus on three key strands: **Computer Science** (coding and computational thinking), **Information Technology** (using software and digital tools to create and communicate), and **Digital Literacy** (safe, responsible and critical use of technology). Pupils use a variety of equipment, including Chromebooks, iPads, Green Screen, Lego WeDo, MicroBits and BeeBots, to bring their learning to life.

Computing is not only delivered in discrete lessons but also reinforced across the curriculum and through real-world events such as S.T.E.A.M. weeks and film projects, giving pupils meaningful opportunities to apply their skills in different contexts. Learning is regularly captured digitally via class Google Sites to showcase pupils' work and progress. The curriculum also places strong emphasis on e-safety, helping pupils become responsible digital citizens who understand how to protect themselves and others online.

Through computing, pupils **work towards the school's vision and values**, developing skills and attitudes that mirror Mission Grove's commitment to **curiosity, respect, resilience, and creativity**, preparing them to thrive in a digital world while embodying the principles of the school community.

EYFS (Early Years Foundation Stage)

- Computing is delivered through **broad, play-based and hands-on experiences**, both indoors and outdoors.
- Children explore **discrete and unplugged activities**, often through **role play**, using resources such as **iPads, cameras, BeeBots, Spheros, and everyday electronic devices**.

- Learning is linked to **topics and themes** to encourage **computational thinking** and connections between ideas.
- The curriculum is supported by the **Barefoot Computing scheme**, ensuring a strong foundation in early computing concepts.

KS1 and KS2 (Years 1–6)

- Pupils access a wide range of **digital resources**, including **Chromebooks, iPads, cameras, Green Screens, Lego WeDo, MicroBits, BeeBots**, **Data Loggers, and Crumbles Kits.**
- Computing lessons are taught **weekly (45 minutes)** and **digitally evidenced on Google Sites**.
- Lessons follow the **Teach Computing scheme of work**, providing **practical, structured, and progressive learning** in Computer Science, Information Technology, and Digital Literacy.
- The curriculum emphasises creativity, problem-solving, and **safe, responsible use of technology** across all activities.

5. Curriculum Overview

The curriculum is divided into three strands, as outlined by the **UK Primary Computing Curriculum**:

Computer Science

- Understanding how algorithms work and can be implemented.
- Learning basic programming and coding skills.
- Debugging and logical reasoning.

Information Technology

- Using a range of software to create, store, and retrieve information.
- Developing typing, presentation, and research skills.
- Applying IT to support learning across subjects.

Digital Literacy

- Online safety and responsible use of technology.
- Recognising digital footprints and understanding privacy.
- Using technology to communicate and collaborate respectfully.

6. Teaching and Learning

When delivering the Teach Computing Curriculum, teachers are expected to employ a range of strategies and to use their professional judgement to decide on the most appropriate teaching and learning approach for the class, groups of pupils or individual pupils. We aim to assist an:

- **Inclusive Approach:** Lessons are differentiated to meet the needs of all learners.
- **Practical Focus:** Pupils engage in hands-on computing tasks, from coding to multimedia projects.
- **Cross-Curricular Links:** Computing supports learning in other subjects, such as maths, science, and art.
- **Progression:** Skills develop progressively from Early Years to Year 6, following the statutory curriculum.
- **Assessment:** Teachers use formative and summative assessments to monitor progress and adapt teaching.

7. Online Safety and Digital Citizenship *(Refer to E-Safety Policy for further information)*

At Mission Grove, pupils are taught to **use technology safely, responsibly, and ethically**:

- Regular online safety lessons aligned with **UK Safer Internet Centre** and **Project Evolve** guidance.
- Understanding cyberbullying, data protection, and respectful communication online.
- Encouraging parents and carers to support safe digital practices at home.

8. Access to Resources and Inclusion

Each pupil's access to technology varies greatly, depending on the nature of the activity they are involved in (e.g. some activities benefit from prolonged access to a computer, whilst others are best served with brief access to a digital device for a focused purpose). However, on average, pupils have 45 minutes allocated to Computing each week using a mixture of unplugged activities and the following technology:

Hardware: Chromebooks, iPads, Green Screen, Microbit, Crumbles, Data Loggers, School radio, Lego WeDo, Digital Cameras, Visualisers, NowPressPlay

Software: Google Classrooms, Espresso Coding, Scratch, Video editing software (iMovie, Capcut, Canva), j2E Pictograms and more.

All children have equality of access to appropriate technology in order to develop their personal Computing capability. When children are working in groups, we endeavour to ensure that their hands-on experience is equitable. We check resources, software and documentation to ensure that gender and ethnicity are reflected in a balanced way without stereotyping.
The SEND lead and Computing Subject Leader jointly advise teachers on examples of technology which can be provided to support individual children with particular physical, linguistic and educational needs. Accessibility features include:

- *Text-to-Speech and Speech-to-Text* – helps pupils with reading/writing difficulties.
- *Screen Magnification & High-Contrast Modes* – aids visual accessibility.
- *Closed Captioning / Subtitles in videos* – supports hearing-impaired learners.
- *On-screen keyboards / predictive typing* – supports fine motor challenges.
- *Customisable font sizes and colours* – helps with dyslexia and visual impairments.
- *Microsoft Immersive Reader / Google Read & Write* – aids reading, comprehension, and writing.

9. Extended Opportunities for Learning

The school uses a variety of online tools and environments to extend learning opportunities beyond the classroom. In addition to facilitating remote learning, our online learning tools allow pupils to access learning materials and tools anytime, anywhere and provide channels of communication to both adults and children alike and break down barriers to learning. Our online learning tools are also used to teach children the skills and capabilities they need to stay safe and well in the digital world.
Examples of Extended Opportunities for Learning include:

- Software – TT Rockstars, Accelerated Reader, MyOn, Numbots, Bug Club, Discovery Expresso, 5-a-Day, Google Classrooms
- Enrichment – Microbit workshop, Photography workshop, Film Club
- After School Club – Coding Club

10. Assessment, Monitoring, and Review

The Computing Subject Leader and the Head Teacher follow a systematic and regular programme of evaluation and monitoring of the Computing curriculum across the school. This is so that they can monitor the quality of education being provided to all pupils, including:
Checking that the school's curriculum 'Implementation' matches its 'Intent'

- Evaluating the success (or otherwise) of curriculum planning and delivery
- Having an awareness of impact and being able to demonstrate progression and attainment
- Having an overview of resource and staff training needs

Monitoring is completed via a variety of methods, including:

- Observations
- Collecting and analysing planning from Insights
- Book Looks
- Gathering information from observations of other subjects
- Pupil interviews/pupils' voice
- Staff interviews/feedback

11. Roles and Responsibilities

The following responsibilities are carried out by the head teacher:

- ensuring the consistent implementation of Computing policy
- ensuring continuity between year groups
- overseeing health and safety policy and practice
- resources budget management
- arranging in-service support
- Leading the development and implementation of the school's e-safety policy in line with other Child Protection policies

The following responsibilities are carried out by the Computing Subject Leader:

- presenting exemplary practice in the teaching of Computing
- advising colleagues on planning, delivering and assessing Computing
- Monitoring the effective use of technology and giving advice where appropriate
- ensuring progression in Computing
- suggested purchasing plans for hardware and software
- organising Computing resources
- identifying what support / CPD is needed by individual staff/groups of staff / the whole school
- reviewing and revising the Computing policy and other associated documents
- creation of a school portfolio of evidence
- Co-ordinating and overseeing equipment maintenance

12. Links to Mission Grove Primary School Ethos

Mission Grove Primary School's ethos focuses on **respect, curiosity, resilience, and creativity**. Computing education supports this ethos by:

- Encouraging **curiosity** through problem-solving and experimentation.
- Fostering **creativity** in digital media, coding, and project work.
- Building **resilience** by learning from mistakes and debugging programs.
- Promoting **respect** in online interactions and collaborative tasks.

13. Policy Review

This policy will be reviewed annually by the Computing Lead in consultation with staff and governors to ensure alignment with the **National Curriculum** and the school's evolving ethos.