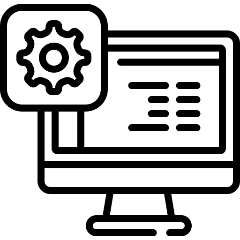
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| Computing Policy |

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**At Dean Gibson Catholic Primary School our children are computer scientists**

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| **Computing at Our School** |
| At Dean Gibson, we encourage children to become inquisitive, creative and curious computing scientists. The Computing curriculum fosters a healthy curiosity in children about technology and the online world. We believe computing encompasses a wide range of skills and knowledge. Children should show proficiency in coding for a variety of practical and inventive purposes; then being able to apply their ideas within other subjects. Children will have the ability to connect with others safely and respectfully whilst online, understanding the need to act within the law and with moral and ethical integrity whilst being aware of measures that can be taken to keep themselves and others safe online. Pupils will develop an understanding of the connected nature of devices and the ability to communicate ideas well by using applications and devices throughout the curriculum. They will be able to collect, organise and manipulate data effectively using ICT.  Our aim is to provide a computing curriculum that is designed to balance acquiring a broad and deep knowledge alongside opportunities to apply skills in various digital contexts. Beyond teaching computing discreetly, we will give pupils the opportunity to apply and develop what they have learnt across wider learning in the curriculum.  Children will leave Dean Gibson with computing experiences and abilities that are effective and transferable life skills. We want to equip pupils to use computational thinking and creativity that will enable them to become active participants in the digital world. It is important to us that the children understand how to use ever-changing technology to express themselves, as tools for learning and as a means to drive their generation forward into the future.  The drivers of our curriculum are: Outdoors, Diversity and Curiosity. |
| **Aims of our school:** |
| -To develop a love of computing in children from EYFS through to Year 6. -To provide opportunities for children to develop their own programmes.  -To provide opportunities for developing word process skills so they can present their work in different ways.  -To provide children with high-quality resources they need in order to be computer scientists.  -Understand that Computing is relevant to everyday living and a lifelong skill, by solving problems that are set in a real life context.  -To develop critical thinking and the confidence to question ideas in order to deepen their understanding.  -To use personal qualities of confidence, creativity, perseverance and self-evaluation. -To develop their ways of communicating with others and collaborate as a member of a group. -To have an awareness of the needs and safety of themselves and others online.  -To have an awareness and knowledge of different computer scientists and the impact that they have had on the world.  -To build on previous knowledge and ask and answer intriguing questions.  -To ensure that children have opportunities to experience the Computing Curriculum beyond the classroom, through trips and enrichment activities. |
| **Subject Leader will:** |
| \*Review and update Dean Gibson Primary School’s policies relating to Computing; \* assist and advise in the teaching of Computing across the school;  \* ensure that staff have the essential training, resources and knowledge to teach the Computing curriculum;  \* monitoring standards of achievement and progression; \* maintaining and updating centrally stored resources; \* promoting and raising the profile of Computing throughout the school.  \*arrange exciting Computing opportunities for the school and celebrate global computing days. |
| **What does a Computer Scientist need in EYFS** |
| * Access to a wide range of appropriate resources. * Independent time * Computing Vocabulary * Talk Time around Computing topics * Experience practical Computing lessons using technology. |
| **What does a Scientist need in KS1?** |
| * A knowledge organiser * Access to computing technology, tools and resources to complete different tasks. * A vocabulary sheet to help with their topic-specific vocabulary. * Working Computing Scientifically skills appropriate to KS1 * Opportunities to attend subject-related school trips linked to the Computing Curriculum. |
| **What does a Scientist need in KS2?** |
| * A knowledge organiser with their prior learning. * Access to computing technology, tools and resources to complete different tasks. * A vocabulary sheet to help with their topic-specific vocabulary. * Working Computing Scientifically skills appropriate to KS1 * Opportunities to attend subject-related school trips linked to the Computing Curriculum. |
| **INCLUSION** |
| * All children at our school will have the opportunity to work with a range of technology regardless of ability. * Specific tasks may be differentiated, as and when necessary, to meet individual needs. This will not hinder progress, knowledge building or children’s opportunities. |
| **We will review this policy annually.** |
| **Review date : September 2024** |