Cardinal Newman Catholic Primary School

Computing Policy

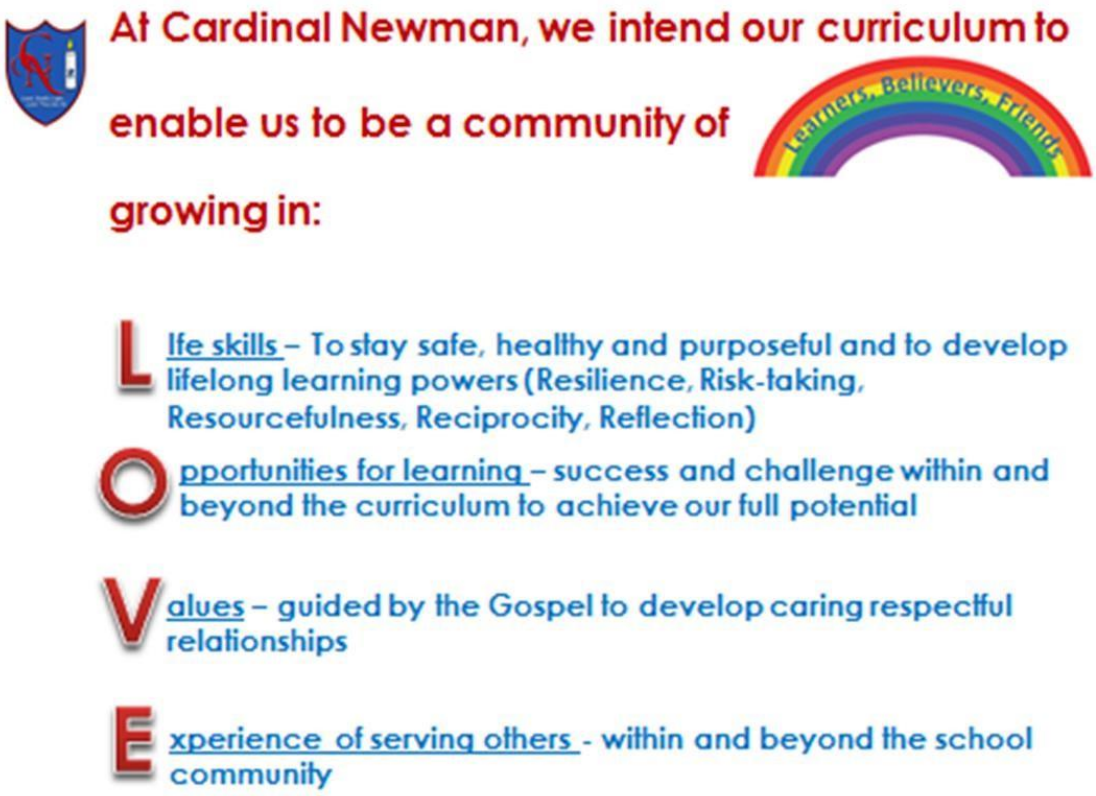
MISSION STATEMENT

To be a community of learners, believers and friends rooted in the values and teachings of the Gospel. We seek to enable every individual to develop his or her potential in the knowledge that they are uniquely created and loved by God.

Title	Computing Policy
Policy reviewed	March 2025
Next review date	November 2027

Introduction

This policy document sets out our school aims, principles and strategies for the use of IT at Cardinal Newman Catholic Primary School. We are committed to preparing children with life skills, which will enable them to use a range of technology and will equip them with strategies for staying safe whilst using them. More information about Online Safety can be found in our Online Safety policy and our Acceptable Use of Technology policy.



Computing Curriculum

The Computing in the National Curriculum (2013) expectations split the teaching and learning of Computing into three strands (Computer Science, Digital Literacy and Information Technology).

Computer Science

- To enable children to become confident coders on a range of devices.
- To create opportunities for collaborative and independent learning.
- To develop children's understanding of technology and how it is constantly evolving.

Digital Literacy

- To enable a safe computing environment through appropriate computing behaviours.
- To allow children to explore a range of digital devices.
- To promote pupils' spiritual, moral, social and cultural development.

Information Technology

- To develop IT as a cross-curricular tool for learning and progression.
- To promote learning through the development of thinking skills.
- To enable children to understand and appreciate their place in the modern world.

Teaching and Learning

We use the 'Teach Computing' curriculum, which was created by the Raspberry Pi Foundation on behalf of the National Centre for Computing Education. It is funded by the Department for Education and is based on the National Curriculum guidelines. The 'Teach Computing' curriculum uses the National Centre for Computing Education's computing taxonomy to ensure comprehensive coverage of the subject. This has been developed through a thorough review of the KS1–4 computing programme of study, and the GCSE and A level computer science specifications across all awarding bodies.

The units for key stages 1 and 2 are based on a spiral curriculum. This means that each of the themes is revisited regularly (at least once in each year group), and pupils revisit each theme through a new unit that consolidates and builds on prior learning within that theme. It has been written to support all pupils. Each lesson is sequenced so that it builds on the learning from the previous lesson, and where appropriate, activities are scaffolded so that all pupils can succeed and thrive.

Across Key Stage 1 and Key Stage 2, our children will use technology to:

- Learn Programming by using programmable toys, program on screen, develop games (simple and interactive) and program a Crumble controller and micro-bit.
- Understand Computing systems and networks
- Create media
- Present data and information

Lessons use supportive frameworks, such as PRIMM (Predict, Run, Investigate, Modify, Make) and (Use-Modify-Create). These frameworks are based on research and ensure that differentiation can be built in at various stages of the lesson.

Children may be required to work individually, in pairs or in small groups according to the nature of the task. Different outcomes may be expected depending on the ability and needs of the individual child.

The IT suite has 30 desktop computers, which alongside individual laptops and iPads in classrooms, support the development of Computing and IT capability by enabling independent learning; encouraging research, and allowing for the creative use of IT in all subjects. Digital projectors, interactive whiteboards and visualisers are positioned in all classrooms and are used as a teaching and learning resource across the curriculum.

Monitoring and Assessment

The school's attainment and progress in Computing is evaluated by the Computing Lead through gathering evidence of pupils' learning and observing teaching and learning.

Teachers assess the children's learning in Computing through observations, the use of floor books (Reception- Year 3) and digital evaluations (Years 4-6) This informs future planning of lessons.

Teachers record the progress made by children every term.

Equal Opportunities

Cardinal Newman Catholic Primary School is committed to ensuring equal opportunities regardless of race, gender, religion, age and special needs.

Children with special needs have the same entitlement as all other children and are offered the same curriculum. In addition, they use software programs specific to their needs as identified by the Special Needs and Disabilities Co-ordinator and those children with a physical handicap have access to other devices, such as tablets and specialist software.

Children of higher ability are provided with extension tasks to further develop their IT skills, which offer challenge and opportunities for investigation.

We are aware of inequalities in access to computers at home. We monitor access to school computers carefully to ensure that these children are not further disadvantaged.

Pupil Premium children have free access to Homework Club where technology is available.

Health and Safety

- To ensure the safe use of IT, learning is planned to allow breaks and changes in activity.
- All electrical equipment is checked on a regular basis, but teachers should be vigilant for defective or faulty equipment.

- Trailing wires should be reported to the technician who must rectify the problem as soon as is convenient.
- Children should be encouraged to develop the correct strategy for closing desktop computers and laptops down.
- Teachers must ensure that all computers are fully logged off at the end of each Computing session.

Internet Safety

Internet access is planned to enrich and extend learning activities across the curriculum. However, we have acknowledged the need to ensure that all pupils are responsible and safe users of the Internet and other communication technologies both in school and outside. A Home-school Agreement and Acceptable Use Policy have been drawn up to protect all parties. To further ensure the safety of the children we will teach each class the rights and responsibilities of using the Internet using Project Evolve, a free digital literacy toolkit that supports online development in children and young people.

The following is in place for internet use:

- A signed agreement between children, parents and the school acknowledges defined guidelines relating to use of the Internet.
- Access for every child from Reception to Year 6 and every member of staff is only through individual logins, which provide a very high level of security.
- Children working on the internet will be supervised by the class teacher or another responsible adult at all times.
- Staff will check that any sites selected for child use are appropriate to the age and maturity of the children. Children will not have access to age-restricted AI tools, apps or websites.
- Children will be taught to use email and the internet responsibly in order to reduce the risk to themselves and others.
- The Online Safety Policy here directs the use of the Internet.
- The school has high expectations for using computers, which are formalised in the Acceptable Use Policy here, signed by staff, parents and pupils.

Filtering of all websites is in place and access is denied to inappropriate websites through Censornet.

- "Silverlight" software is used to monitor and track any inappropriate online behaviour.

Both Filtering and Monitoring functions are checked regularly by the Safeguarding Lead to ensure the provisions are protecting our children.

Resources

- The Computing Action Plan directs the purchase of new curriculum resources and includes the ongoing replacement of outdated hardware and software.

More information on Online Safety can be found in the Online Safety policy.

Roles and Responsibilities

The Headteacher, in consultation with the Computing Lead, IT Support team and other staff will:

- Determine the ways in which Computing and IT supports, enriches and extends the curriculum.
- Oversee the provision and allocation of Computing resources including prioritising technology appropriately in the school budget to facilitate a rolling program of equipment replacement.
- Ensure that Computing and IT is used in a way that achieves the aims and objectives of the school's Curriculum Intent.
- To keep up to date with emerging technologies and trends, including the safe, ethical and effective use of AI.

There is a designated Computing Lead to oversee the planning and delivery of Computing and IT within the school through:

- Facilitating the use of IT across the curriculum in collaboration with all subject leaders.
- Providing or organizing training to keep staff skills and knowledge up to date.
- Advising colleagues about effective teaching strategies, managing equipment and purchasing resources.
- Monitoring the delivery of the Computing and IT curriculum and reporting to the Headteacher and governors.

Deployment of Computing/IT Resources

To enable regular and whole class teaching of Computing the school has a designated IT Suite with 30 desktop computers. Each teacher has access to a bank of networked iPads. Each member of teaching staff has a class computer and a class iPad. Every class has an interactive board linked to a main computer on the school network. Every class has a visualiser.