



Rossmore School

Rossmore School's Computing policy

Intent

Computers are an integral part of everyday life. For most of usm technology is now essential in both the workplace and at home. Teaching our children to be creative with technology supports the skills needed for lifelong learning and prepares them for a world that is changing at a rapid pace.

We believe that E-safety is also incredibly important (see our E-Safety and Safeguarding policies) and so we put this at the forefront of our teaching at Rossmore School. We want our children to be responsible, competent and confident users of ICT.

Implementation

Rossmore's computing curriculum is delivered using a range of resources to include Teach Computing and resources from Mr Andrews Online. Children in all year groups are tasked with a variety of projects throughout the year in which they are able to use their computer science, information technology and digital literacy skills to deliver a final product. These final products include digital books, games, animations and presentations as well as others. All staff at Rossmore teach computing through the 'Mr Andrews Online' computing scheme.

At Rossmore, we are aware of the potential harm that technology can cause if children are not aware of some of the dangers. Therefore, we teach e-safety lessons through the digital literacy section of the curriculum. We aim to deal with any incidents that arise as they occur and put additional e-safety lessons in place as and when we feel it is necessary. We deliver this through the E-aware programme across the school.

Impact

At Rossmore, we understand that we are preparing children for a world that is evolving rapidly from a technological standpoint. Such is the pace of this evolution that we believe that we are getting our children ready for jobs that may not even exist yet. With this in mind, the importance is clear for the children of Rossmore to leave school with confidence in their own ability to use many different aspects of technology. By the time a pupil at Rossmore leaves Year Six, they will have undertaken a wide variety of progressive and challenging computing projects in which they will have achieved the following:

- Designed and published their own website;
- Created a plethora of digital books with varying purposes;
- Planned, created and edited several animations;
- Created and edited a small movie;
- Created and presented a powerpoint presentation to an audience;
- Designed, created and evaluated their own multi-level games.

We believe that these projects will equip our children with transferable skills that will enable them to enter a technologically advanced future feeling prepared and confident.

EYFS

It is important in the Foundation Stage to give children a broad, play-based experience of Computing in a range of contexts, including outdoor play. Computing is not just about computers. Early years learning environments should feature Computing scenarios based on experience in the real world, such as role play. Children gain confidence, control and language skills through opportunities to explore using non-computer-based resources such as metal detectors, controllable traffic lights and walkie-talkie sets. Recording devices can support children to develop their communication skills. This is particularly useful with children who have English as an additional language.

Assessment

Summative assessment of Computing is completed using our Balance assessment system. Key objectives to be assessed are taken from the National Curriculum. Teachers regularly assess capability through observations, discussions with pupils and looking at completed work. Regular assessment of computing work is an integral part of teaching and learning and central to good practice. It should be process orientated - reviewing the way that techniques and skills are applied purposefully by pupils to demonstrate their understanding of the concepts of ICT and computing. As assessment is part of the learning process it is essential that pupils are closely involved. We assess the children's work in computing by making informal judgements as we observe and talk to the children during lessons. Once the children complete a unit of work, we make a summary judgement of the work for each pupil as to whether they have yet to obtain, obtained or exceeded the expectations of the unit.

Teaching staff monitor their pupils through observation, discussion, teacher assessment, marking work and testing. The teaching of Computing is monitored through:

- Lesson drop-ins
- Pupil voice
- Learning walks
- Scrutiny of work
- In-school moderation
- Tracking children's progress on Balance

The co-ordination and planning of the Computing curriculum is the responsibility of the Mathematics Team. This team will endeavour to support colleagues in their teaching by keeping them informed about current developments in Computing and providing a strategic lead and direction for this subject.

Equal Opportunities and Inclusion

At Rossmore School, we teach computing to all children, whatever their ability, age, gender or race. Computing forms part of our school curriculum policy to provide a broad and balanced education for all children. We provide learning opportunities that are matched to the specific needs of children with

learning difficulties. In some instances, the use of ICT has a considerable impact on the quality of work that children produce; it increases their confidence and motivation and allows access to parts of the curriculum to which the children would otherwise not have had. When planning work in computing, we take into account any targets which are evident on a class provision map. Teachers also identify children who are gifted and talented in the area of computing. It is the teacher's responsibility to ensure that these children are suitably challenged in their use of ICT and computing both in specific computing lessons and in using ICT in other curriculum areas. Opportunities are identified for these children to actively participate in more challenging aspects of computing.

Date reviewed: September 2024

Next review: September 2026