

# St Thomas' C of E Academy Computing Policy



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Approved by:	CEA
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This policy is scheduled for review on:	Every three years or on updates

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## Policy Statement

This policy outlines Manor Multi Academy Trust's ('we' / 'our' / 'us') expectations of our employees' ('you') in relation to providing the best Computing curriculum for our pupils.

We are committed to equality and value diversity. As such we are committed to fulfilling our Public Sector Equality Duty (Equality Duty) obligations and expect all staff and volunteers to share this commitment.

This policy should also be applied in accordance with our Staff Code of Conduct and ICT Acceptable Use policies and Procedures. Copies of all policies and procedures can be accessed via the **All MAT Staff** area on Teams.

The Equality Duty requires us to have due regard to the need to:

- Eliminate unlawful discrimination, harassment, and victimisation.
- Advance equality of opportunity.
- Foster good relations between people who share protected characteristics, such as age, gender, race and faith, and people who do not share them.

If you consider that any of our practices, policies or procedures may be indirectly discriminatory, you should report your concerns and the basis for them to your line manager, who will take appropriate action and ensure that you receive a written response in respect of the concerns that you have raised.

This policy does not form part of your contract of employment. We reserve the right to amend or withdraw this policy at any time.

We are responsible for ensuring the effective implementation of this policy. As part of equality monitoring we will review and monitor the operation and impact of the policy on a regular basis and in accordance with the policy review date. As part of this monitoring and review this policy will be equality impact assessed.

## Scope

This policy applies to employees, workers, agency workers, consultants, casual workers and volunteers, whether during working hours or otherwise.

This Policy provides information which underpins our Staff Code of Conduct. Copies of these policies and procedures can be accessed via the **All MAT Staff** area on Teams.

## Aims & Principles

The aim of this policy is to explain how our Computing Curriculum is implemented at St Thomas' C of E Academy.

## Computing Policy

### Vision

At St. Thomas' C of E Academy, our curriculum is built upon our mission statement, to enable all children to "Grow, learn and shine together with God". We inspire children to be 'Active Learners' and 'Creative Thinkers' through the use of the 'St Thomas' 10 Star Learning behaviours' and the 'St Thomas' 'Ds'.

#### Intent

At St Thomas' we aim for all our children to develop a love for Computing by instilling a sense of enjoyment around using technology and to develop pupil's appreciation of its capabilities and the opportunities technology offers to create, manage, organise and collaborate. Tinkering with software and programs forms a part of the ethos of our Computing curriculum as we want to develop pupil's confidence when encountering new technology, which is a vital skill in the ever evolving and changing landscape of technology. Through our curriculum, we intend for pupils not only to be digitally competent and have a range of transferable skills at a suitable level for the future workplace but also to be responsible online citizens.



The Computing curriculum enables pupils to meet the end of Key Stage Attainment targets outlined in the National curriculum and the aims align with those in the National curriculum. When used in conjunction with our RSE & PSHE expectations we equip children for life in the digital world, including developing their understanding of appropriate online behaviour, copyright issues, being discerning consumers of online information and healthy use of technology.

### Implementation

At St Thomas' CE Academy, we are committed to teaching high quality Computing lessons that meet the aims of all our pupils. We are so lucky to have access to a range of technology in school which we use in a wide variety of ways to enhance our curriculum across all subjects.

Resources available to implement the curriculum:

Reception	Key Stage One	Lower Key Stage Two	Key Stage Two
15 iPads 3 mini netbooks	15 iPads in Year One 15 iPads in Year Two	30 iPad in Y3 30 iPads in Y4 30 laptops	30 iPads in Y5 30 iPads in Y6 16 laptops
Interactive whiteboards in all classes and the learning hub			
Projector, screen and audio system in the hall			
Green screen and tripod			

For our computing lessons, we follow the Kapow computing curriculum, which looks at skills such as coding, movie making, web design and programming. Our curriculum is designed with three strands which run throughout:

- Computer science
- Information technology
- Digital literacy



Our curriculum is organised into five areas through which pupils can develop their computing knowledge and skills by revisiting and building on previous knowledge.

- Computer systems and networks
- Programming
- Creating media
- Data handling
- Online safety



Computing at St Thomas' is blocked, and each half term is taught as a discreet subject however technology is used throughout the curriculum in all subjects and all areas of learning. Meaningful units have been created to link to other subjects such as science, art and music to enable the development of transferable skills and cross-curricular learning. Lessons provide a variety of teaching strategies from independent learning to collaboration, as well as unplugged and digital learning opportunities. We support pupils in building a foundation of factual knowledge by encouraging recall of facts and key vocabulary.

As a school, we also place a high priority on teaching our children about online safety. At the start of each block an E-safety lesson is taught to begin the unit in a safe way, as well as involving ourselves in Safer Internet Day. We hold an E-Safety Workshop for parents each year to ensure parents are kept up to date in keeping their children safe online.

## Spirituality

Spirituality is the way in which we combine our thoughts and emotions to reflect, respond to, and seek to give meaning and purpose to the experiences that we encounter in life. Children at St. Thomas' are supported to grow spiritually through reflective opportunities woven throughout all curriculum subjects, including art. We use the 'windows, mirrors, doors' analogy to provide thoughtful and explicit opportunities for spiritual development, within each MTP. Each unit allows children to engage with and explore new concepts (windows). Reflective questions, embedded within each unit, require children to think deeply about and connect with these concepts (mirrors). With each new concept acquired, the children transform themselves, moving forward into life a little altered, motivated, fulfilled and inspired by the experience (doors).

## Cultural Capital

We enhance the curriculum and our children's cultural capital in various ways, for example:

- Exploring the inside of a laptop when taking it apart
- Creating our own weather videos
- Animations
- Make a Mars Rover
- Create stop motion animations
- Exploring hardware



## Impact

The teaching of Computing is of the highest quality at St Thomas'. Children's progress is assessed informally during each lesson. As part of the St Thomas' feedback policy, verbal feedback is given to the children regularly.

Children are assessed using teacher assessment to identify any gaps that children have in their learning to inform daily lessons during the block. TAFs support the long-term assessment that teachers make at the end of each academic year. As a result, children make rapid and sustained progress.

Our children will

- Be critical thinkers and able to understand how to make informed and appropriate digital choices in the future
- Understand the importance that computing will have going forward in both their educational and working life and in their social and personal futures
- Understand how to balance time spent on technology and time spent away from it in a healthy and appropriate manner
- Understand that technology helps to showcase their ideas and creativity. They will know that different types of software and hardware can help them achieve a broad variety of artistic and practical aims
- Show a clear progression of technical skills across all areas of the National curriculum – computer science, information technology and digital literacy
- Be able to use technology both individually and as part of a collaborative team
- Be aware of online safety issues and protocols and be able to deal with any problems in a responsible and appropriate manner
- Have an awareness of developments in technology and have an idea of how current technologies work and relate to one another



