



John Hampden and Tetsworth Primary School Federation

'The Hampden Way: We are kind; We are a team; We do our best'

ICT Policy

Intent Statement

At John Hampden school it is our intention to make our children masters of technology. Technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators and our broad curriculum encompassing computer science, information technology and digital literacy reflects this. We want our pupils to understand that there is always a choice with using technology and as a school we utilise it (especially social media) to model positive use. We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists.

Our Computing curriculum aims to develop the heart and mind of every child. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible whilst ensuring that pupils become digitally literate and digitally resilient.

Technology is ever evolving and we aim to develop pupils who can use and express themselves, develop their ideas through, information and communication technology at a suitable level for the future workplace and as active participants in a digital world.

Implementation Statement

To ensure high standards of teaching and learning in computing, we implement a curriculum that is progressive throughout the whole school. Our implementation of the computing curriculum is in line with 2014 Primary National Curriculum requirements for KS1 and KS2 and the Foundation Stage Curriculum in England. This provides a broad framework and outlines the knowledge and skills taught in each key stage.

Computing teaching will deliver these requirements through our half-termly units. Our Computing progression model is broken down into three strands that make up the computing curriculum. These are Computer Science, Information Technology and Digital Literacy. Computer Science underlines the knowledge and skills relating to programming, coding, algorithms and computational thinking. Information Technology underlines the knowledge and skills relating to communication, multimedia and data representation and handling. Digital Literacy underlines the knowledge and skills relating to online safety and technology uses all of which are covered whether combined or discretely.

We use and follow the Purple Mash scheme of work from Year 1-6, ensuring consistency and progression throughout the school. In Year 5 and 6 we do begin to move away from the Purple Mash platform and introduce more commonly used apps such as Microsoft



office applications – Excel, PowerPoint and coding programs such as Scratch. This is to familiarise the children with software they are more likely to use as and when they leave school.

The Purple Mash scheme of work enables clear coverage of the computing curriculum whilst also providing support and CPD for less confident teachers to deliver lessons.

Lessons are broken down into weekly units, usually with two units taught per half-term. Units are practical and engaging and allow computing lessons to be hands on. Units cover a broad range of computing components such as coding, spreadsheets, Internet and Email, Databases, Communication networks, touch typing, animation and online safety.

When teaching computing teachers can follow the children's interests to ensure their learning is engaging, broad and balanced. Teachers should ensure that ICT and computing capability is also achieved through core and foundation subjects and where appropriate and necessary ICT and computing should be incorporated into work for all subjects using our wide range of interactive ICT resources.

Through our Purple Mash subscription our teachers can deliver cross curricular lessons that also follow children's interests and provide flexibility. Purple Mash has an online portal of age-appropriate software, games and activities as well as topic materials and materials to support children's learning in other subject areas for all key stages.

Computing teaching is practical and engaging and a variety of teaching approaches and activities are provided based on teacher judgement and pupil ability. We have a wide range of resources to support our computing teaching. Pupils may use laptops, chrome books or iPads independently, in pairs or in a group with the teacher. As well as our WeDo and Mindstorm Lego sets for coding. Teachers and pupils are also aware of the importance of health and safety and pupils are always supervised when using technology and accessing the internet.

Our pupils are fully encouraged to engage with ICT and technology outside of school. Each teacher and pupil has their own unique Purple Mash login and password. Computing work can be stored and saved using pupil log in details and homework or '2do's' can also be set for pupils to access and complete tasks at home that link with their current class learning.

We provide a variety of opportunities for computing learning inside and outside the classroom.

Computing and safeguarding go hand in hand and we provide a huge focus on internet safety inside and outside of the classroom. Additional to all pupils studying an online



safety unit through their computing lessons, every year we also take part in National Safer Internet Day in February. The Computing co-ordinator alongside class teachers will plan additional internet safety lessons and activities to take part in following a specific yearly theme. Internet Safety assemblies are also held as well as parent internet safety newsletters that go home termly.

In EYFS, computing is no longer taught as a fundamental subject and is taught through the following areas:

- Personal, Social and Emotional Development
- Physical Development
- Understanding the World
- Expressive Arts and Design

At Tetsworth school the children do have regular access to iPads and have had the Computing Lead teaching discreet computing lessons that have given the children appropriate challenges and allowed them to use a range of tools/devices competently and confidently.

Key Principles of our curriculum

Our children will:

The aims of our Computing curriculum are to develop pupils who:

- Are responsible, competent, confident and creative users of information and communication technology.
- Know how to keep themselves safe whilst using technology and on the internet and be able to minimise risk to themselves and others.
- Become responsible, respectful and competent users of data, information and communication technology.
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
- Can analyse problems in computational terms, and have repeated practical experience writing computer programs in order to solve such problems.
- Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- Become digitally literate and are active participants in a digital world.
- Are equipped with the capability to use technology throughout their lives.
- Understand the importance of governance and legislation regarding how information is used, stored, created, retrieved, shared and manipulated.
- Have a 'can do' attitude when engaging with technology and its associated resources.
- Utilise computational thinking beyond the Computing curriculum.
- Understand and follow E-Safety rules.
- Understand the E-Safety messages can keep them safe online.
- Know who to contact if they have concerns.
- Apply their learning in a range of contexts, e.g. at school and at home

Impact Statement



We encourage our children to enjoy and value the curriculum that we deliver. We aim to explore the depth of each objective within a stimulating environment that encourages children to discuss, reflect and appreciate the impact that Computing has on their learning, development and wellbeing. Finding the right balance with technology is key to an effective education and a healthy lifestyle. We feel the way that we implement Computing within crosscurricular channels at Tetsworth helps children realise the need for the right balance and one they can build on in their next stage of education and beyond.

We look for positive impact through observing learning regularly, early intervention where necessary and reviewing pupil's digital skills through tools across Purple Mash. Progress of our Computing curriculum is measured through outcomes and the record of coverage through work saved in pupils' personal document folders and saved 'to do' content electronically.

The role of the Computing Co-ordinator

Mrs Schleising is the Computing coordinator who is responsible for producing the Computing development plan and for the implementation of the Computing policy across the school. Other roles include:

- To offer help and support to all members of staff in their teaching, planning and assessment of Computing.
- To maintain resources and advise staff on the use of materials, equipment and books.
- To monitor classroom teaching or planning following the schools rolling programme of monitoring.
- To monitor the children's computing work, looking at samples of different abilities.
- To lead staff training on new initiatives.
- To attend appropriate training and keep staff up to date with relevant information and developments.
- To have enthusiasm for computing and encourage staff to share this enthusiasm.
- To keep parents and governors informed on the implementation of computing in the school.
- To help staff to use assessment to inform future planning.

Equal Opportunities and Special Educational Needs

At Tetsworth school, we aim to enable all children to achieve to their full potential. This includes children of all abilities, social and cultural backgrounds, those with disabilities, EAL speakers and SEN statement and non-statemented. We place particular emphasis on the flexibility technology brings to allowing pupils to access learning opportunities, particularly pupils with SEN and disabilities.

Assessment & Record Keeping

Assessment of children's work in Computing is ongoing through observations and by looking at completed work.

The Purple Mash assessment tool enables staff to accurately identify attainment of pupils through the detailed exemplification it has for each key learning intention.



EYFS use Evidence Me to track pupil progress against the EYFS pupil outcomes.

Resources and access

ICT and computing network infrastructure and equipment has been sited so that:

- Every classroom from Nursery to Y6 has at least one computer connected to the school network and an interactive whiteboard with sound, DVD and video facilities.
- There are two laptop trolleys consisting of 30 laptops each and one trolley containing 15 Chrome Books.
- Each class from EYFS – Y6 has 1 allocated slot a week with the laptop trolley for teaching of specific ICT and computing skills. Often more slots are available and will be timetabled in when necessary.
- The school has 15 iPads which are timetabled across the school. There are slots available to use iPads more often for cross curricular activities.
- In addition to devices we also have WeDo and Mindstorm Lego sets that are used across all year groups to teach coding.
- The school has access to the Purple Mash which successfully supports delivering the Computing curriculum and enables all learners to reach their full potential.
- The school has an ICT and computing technician (123ICT) who is in school one morning a week as well as Justin Eyre who is our school technician.
- A governor will be invited to take a particular interest in ICT and computing in the school.

Safety

- All pupils and parents will be aware of the school rules for responsible use of ICT and computing and the internet and will understand the consequence of any misuse. Children and parents sign the 'School ICT Code of Conduct' on school entry.
- Safeguarding training is delivered to staff. Staff sign a Staff 'Code of Conduct.'
- Delivery of a school-wide 'Internet Safety Week' occurs on an annual basis during the school year. Alongside this, Internet Safety is regularly covered with in Computing lessons.

Staff Training

- The Computing coordinator will assess and address staff training needs as part of the annual development plan process or in response to individual needs and requests throughout the year.
- Individual teachers should attempt to continually develop their own skills and knowledge, identify their own needs and notify the coordinator.

Monitoring, Evaluation and Feedback

Monitoring standards of teaching and learning within Computing is the primary responsibility of the Computing Leader. All teachers are expected to keep an online portfolio or track children's work using Purple Mash. This portfolio must contain work samples from all areas of the curriculum taught for the year group.



Review

This policy will be reviewed annually.

Policy written: June 2022

Review: July 2023

Signed by Computing Co-Coordinator: Mel Schleising

Signed by Chair of Governors: Paul Hankey