



Mundy C of E Junior School Computing Policy 2022

‘Let love and kindness be the motivation
behind all that you do.’ (1 Corinthians 16:14)

Mundy CofE Junior School Computing Policy

Computing technology is part of everyday life and is an integral part of the National Curriculum. At Mundy Junior School, we recognise the need for our children to access quality hardware that can aid their learning experience and to be taught all required skills to be able to make use of this hardware, in an effective and safe manner.

Targets

- To achieve all the requirements laid out in the national curriculum programme of study for computing
- To allow children to learn the skills needed to make proficient use of hardware as an aid to their learning
- To educate children on how to conduct themselves when using hardware in a safe and effective manner
- To deliver a relevant, challenging, and fun curriculum for our students
- To embed the use of computing hardware a learning tool throughout the curriculum
- To adapt lessons to adjust to the rapidly changing world of technology

National Curriculum Objectives

By the end of key stage 2 pupils should be taught to:

- Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output; generate appropriate inputs and predicted outputs to test programs
- Use logical reasoning to explain how a simple algorithm works and to detect and correct errors in algorithms and programs
- Understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration
- Describe how internet search engines find and store data; use search engines effectively; be discerning in evaluating digital content; respect individuals and intellectual property; use technology responsibly, securely and safely
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Resources

As a school, we have two full-class laptop trollies and a trolley of iPad devices available for use. These trollies are timetabled to classes across the school week. All computers have a connection to our school network, this allows children to access and work with files across all devices in school. Laptops are used to fulfil the computing curriculum objectives as well as serving as a learning tool for the wider curriculum. Children are also able to access real world applications of computing equipment such as making use of our librarian system, using cameras to show reflect their creatively and digital microscopes to help to deepen their understanding of the world around them.

Software

We also make use of a range of software across computing curriculum

- Times Tables Rockstars
- Activelearn
- Scratch
- Music Lab
- Microsoft Office
- Rigolo

Assessment

Children are regularly assessed on their computing abilities. To meet the coding objectives, children are given task-based assessments with open ended tasks that allow pupils to challenge their personal abilities.

Digital literacy is assessed throughout the year, children are given the chance to learn and improve their skills. There are several opportunities for children to apply their digital literacy skills to practical task in both the computing and wider curriculum.

Online safety is interwoven throughout our computing planning. Children are given the opportunity to equip themselves with the knowledge needed to interact safely with the digital world. Children are introduced to relevant issues in a safe and controlled environment, allowing them to become better prepared to make use of digital devices in later life.