**Twiss Green Community Primary School**

**Policy for Computing**

# **INTENT**

1. To provide purposeful activities and creative, cross-curricular approaches to develop essential computing skills and knowledge.
2. To promote an attitude of learning centred on enquiry and engagement.
3. To aid children's cognitive development and thinking skills.
4. To promote self-care and wellbeing by deepening understanding of e-safety and appropriate use of technology.
5. We aim for the children to know more, remember more and understand more about Computing.

**IMPLEMENTATION**

* All staff are responsible for overseeing the planning and delivery of Computing within their own classes. Delivery will take place both discretely and as part of cross-curricular themed work.
* Staff will follow the guidance set out in the e-safety policy and actively promote e-safety routinely.
* All staff are responsible for checking the functionality of hardware and software in order for lessons to be effectively resourced and to report technical/resource issues to the IT technician, subject coordinator, or designated HLTA as appropriate.
* Teachers will deliver the Twiss Green curriculum, developed in collaboration with MGL, to ensure the coverage and progression required in the National Curriculum.
* The Computing section of The Rainbow Continuum will be used to develop the children's knowledge, skills and understanding and to encourage breadth and mastery.
* Children will have the opportunity to work individually, in groups and as a whole class.
* Teachers are responsible for assessing the children's acquisition of skills and their understanding of Computing in line with the assessment policy and planning learning activities accordingly.

**Resources**

* Each Class has permanent access to 6 laptops and may timetable the IT suite to enable every child to access an individual laptop.
* Each class from Year2 to Year 6 has a class ipad (Reception and Year 1 have 4) and may arrange to use any, or all of the ipads where necessary.
* Additional resources include (but are not limited to): Easysense sensors and data-loggers, digital cameras, Beebots, Lego WeDo, Makey Makey

**D Wood, Computing Coordinator.**
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