Rationale

Computing is a major part of the school curriculum as it prepares children for a society which is becoming more and more reliant on the use of computing. Computing allows children to develop skills in finding, exploring, sharing and presenting information. These skills allow children to problem solve, investigate and express themselves.

Computing is taught as a stand alone subject but is also valued as a teaching and learning tool across the curriculum. Computing significantly enhances teaching and learning in all subjects by enabling rapid access to knowledge, information and experiences from a wide range of sources.

This Computing Policy is in line with other school policies

- Online Safety/Behaviour Policy
- Staff Acceptable Use
- Pupil Acceptable Use
- Cyberbullying Policy

Planning and Organisation

All classes are allocated time with the Ipads and Laptops. This time allows for the development of specific skills, which may then be applied in other curricular areas, enhancing teaching and learning. Within the Ipad trolley there are enough devices for 1 pad between 2 children. Each classroom has at least 1 standalone Mac pc to be used by children. Teachers plan their computing work following the school medium term plan which follows the guidelines for the Computing guidance. As all classroom areas have access to whiteboards and computers; it is expected that computing will be planned for ,and incorporated into general teaching and learning. The use of computing within class lessons can enhance the learning experience.

Children must be given access to all 4 strands of learning:

- Computer Science
- Safe and Responsible use
- Digital Literacy
- Information Technology

Teaching Approaches

Computing does not lend itself to one teaching approach, as it is, at the same time, both a teaching and learning tool. Where computing is best used, it is adapted to the need of the situation and the teaching style that is most appropriate. An appreciation that computing is a tool, not an approach in itself, is required from all staff if computing is to be deployed effectively across all curriculum areas. A wide range of resources are available to enhance teaching and learning in computing.

Continuity and Progression

Continuity and progression are ensured using a breadth of study entitlement which maps out which topics are to be covered in which year groups. In addition to this, 'Focus on Assessment ' targets show progression and key skills across the year groups.

Entitlement

All children should have access to computing regardless of gender, race, cultural background or physical or sensory disability. Where use of a school computer proves difficult for a child because of a disability, the school will endeavour to provide specialist equipment and software to enable access. Children with learning difficulties can also be given greater access to the whole curriculum through the computing. Their motivation can be heightened and they are able to improve the accuracy and presentation of their work. This in turn can raise self-esteem. In Foundation Stage, computing is included as part of the continuous provision and planned for in a weekly focus session.

Assessment

Assessment in Computing is formative and summative. Teachers are continually assessing children's process and outcome using the 'Focus on assessment' targets. This continuous assessment is recorded where necessary on lesson plans.   Assessment for learning is planned and incorporated into all lessons and can be seen in many different formats.

Resources

The school is well resourced for computing and resources are replaced and are maintained by the technician.
Approx. 17 Apple Macs
An IWB in all classrooms.
A Set of Beebots shared between foundation stage and Year 1.
A standalone PC in each classroom.
A trolley containing approx. 20 Ipads.
A mobile trolley containing 15 laptops and mice.

Internet at Holley Park Academy

The school has its own website, www.holleyparkacademy.co.uk which provides pupils and staff the opportunity to use our website as a learning tool within lessons and as a window to show the creativity within the school to the rest of the global community.

Health and Safety

Food and drink should not be consumed near computing equipment.
It is the responsibility of staff to ensure that classroom all equipment is stored securely. Smart board projectors should be switched off when not in use. Staff should ensure that the children are seated at the computers comfortably and be aware of the dangers of continuous use. An adult should always supervise children when they are accessing

information via the Internet. Children are not to bring in software from home to use on school equipment e.g. games, memory sticks. Any concerns regarding the content of laptops/iPads or inappropriate use should be reported immediately to the SMT and the technician.

Staff training needs will be met by:
Regular auditing of staff skills and confidence in the use of computing. Arranging focused training for individuals as required.