

COMPUTING (ICT) POLICY [JUNIOR SCHOOL]

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1. MISSION STATEMENT

At the Junior School, we aim to provide an excellent, innovative and creative education that enables pupils to realize their full potential and to enjoy a fulfilled life as confident, compassionate and healthy members of the global community who continue to learn and contribute to a better world for all. We believe that computing education plays a vital role in preparing students for a digital future. This policy outlines our commitment to delivering engaging and age-appropriate computing education in a safe and supportive environment.

2. AIM

Inspiration	To inspire a love of computing and foster creativity, critical thinking, and problem-solving skills among students.
Understanding	To develop a strong foundation in digital literacy, programming, and the safe use of technology.
Integration	To explore connections between computing and other subjects within the primary curriculum.
Fun	To make learning computing enjoyable and hands-on, encouraging a lifelong interest in the subject.

3. CURRICULUM

Content	We follow the English National Curriculum for Science for KS1 and KS2.
Approaches	Lessons incorporate hands-on activities, coding exercises, and practical problem-solving to engage young learners.
Cross Curricular Learning	Opportunities are provided to connect computing with mathematics, science, history, geography, and PSHE to demonstrate practical applications.

4. TEACHING AND LEARNING

Adapted Learning	Lessons are adapted to cater to different learning styles and abilities, ensuring all students can participate and progress.
Practical Exploration	Practical activities are integral to lessons, conducted safely and supervised to encourage active learning with adequate equipment.
Assessment	All units are assessed by completing quizzes or end of unit assessments at the end of a unit as well as teacher assessments during practical activities.

5. E- SAFETY

Safety Procedures	Clear safety rules and procedures are established for all computing activities, emphasizing safe and responsible use of technology.
Emergency Preparedness	Staff are trained to recognize and address online safety issues, and the school's protocols are in place to handle any emergencies.

6. RESOURCES AND FACILITIES

Equipment	Computing materials and equipment are age-appropriate, regularly checked, and maintained to support safe and effective learning. The computing resources are monitored by the computing lead.
Learning Spaces	Classrooms and computer labs are equipped to facilitate hands-on exploration and discovery, encouraging active participation.

7. COMMUNITY ENGAGEMENT

Local Connections	Foster partnerships with local tech organizations to enrich primary computing education experiences. Connections with the Senior School computing department to organize cross-school activities.
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8. REVIEW AND EVALUATION

Continuous Improvement	Regular reviews and feedback ensure that the computing curriculum and teaching practices meet the needs and interests of primary students.
Assessment Feedback	Utilize student and parent feedback to continuously improve the quality and relevance of computing education at our primary school.

This primary school computing policy reflects our dedication to nurturing young digital citizens who are curious, confident, and equipped with foundational computing skills. By implementing these principles, we aim to cultivate a lifelong passion for learning and exploration in our students.

End