

COMPUTING POLICY

Autumn 2024

AIMS	The computing curriculum will enable children at CtK to be safe and confident users of
	modern technology, which will enhance their learning and their ability to communicate.
	It will enable children to grow as autonomous and independent users of Computing
	through a variety of meaningful tasks.
	• Through our e-Safety program users will use technology and the internet safely and
	responsible
	• The teaching of computing will ensure continuity and progression in all strands of the
	computing National Curriculum
	• Computing will be used as tool to support teaching, learning and management across
	the curriculum
	• Computing will be used appropriately to improve access to learning in school at
	home.
	 When possible resources and equipment will be kept up to date
	 Staff skills and knowledge will be revised and enhanced through appropriate CPD
E-SAFETY	E-Safety is a vital part of the curriculum at CTK and runs through all aspects. Our use of
	eAware program allows the children to access and learn about a range of topics
	involving staying safe online including: Time Online, Digital footprint, Fake News and
	Phishing. Safety on-line is also studied in RHE lessons. Children develop positive
	communication skills and respect our zero tolerance approach to cyber bullying and
	additional sessions are provided when needed in school. The school celebrates Safer
	Internet Day each February to promote safe use of technology and online materials.
	Web filters are kept up-to-date in order to ensure that pupils do not access
	inappropriate materials. Through these measures and curriculum content, an
	understanding of safer internet usage known as the '4 Cs' (content, contact, conduct,
	commerce- as grouped by KCSIE 2024) is met.
APPROACH	Computing aims to prepare pupils to participate in a rapidly evolving world in which
	work and other activities are increasingly transformed by access to varied and
	developing technology. Christ the King recognises that computing is an important tool
	in both the society in which we live in and in the process of teaching and learning. At

each key stage, through engaging and relevant planning, we will help children develop the knowledge, confidence and skills required in the 21st Century with regards to computing. Pupils will use different tools to find, explore, analyse, exchange and present information responsibly and creatively. They will learn how to utilise computing to enable them to communicate, control and programme from a wide range of sources. Children will begin to develop an understanding of computing terminology and how computer networks work. Throughout this process, a strong awareness and understanding of E-safety will be established. Our aim is that teachers and learners within the school will become confident users of Computing so that they can develop skills, knowledge and understanding that will enable them to use appropriate resources effectively as powerful tools for teaching and learning.

- Use a variety of electronic equipment including cameras, Beebots, desktop computers, laptops/Chromebooks, iPads, data loggers, green screen equipment, recording devices and AR (Augmented Reality).
- As children move into KS1, they will use a variety of software and unplugged activities to develop their skills and understanding of simple programming, animation and communication. They will begin to develop familiarity with the keyboard and mouse control as well as touch screen.
- As children progress through school they will develop their understanding of programming, they will create sets of instructions to complete a brief and begin to debug algorithms. They will be able to create algorithms with increased complexity, introducing the use of variables. In KS2, children use control programs including code.org to develop their understanding of coding.
- Work will be differentiated to meet need of children within the class. Children will work independently and collaboratively.
- Computing software is used to develop mathematical skills throughout the school including interactive Numicon, TTRockstars, Mathletics, ITPs and web based programs.
- Teachers will use resources and support materials from Teach Computing and 'ICT with Mr P's DARES' curriculum to develop and engage children's interest and imagination and link to topic areas.
- Children will be helped to develop an understanding of the role of Computing in daily life
- Children will learn to save and retrieve their work.
- Children will learn to post and share their work through Seesaw.

SEN	Our computing curriculum ensures all children can access the content regardless of
PROVISION	ability or additional needs. Children are able to use a range of technology and software
	to record their learning whether this be in terms of coding, desktop publishing, e-safety
	or any of the other computing strands. For specific needs, staff can refer to our CTK
	SEN policy, seek advice from the computing leaders and use accessibility tools featured
	on devices used.
RESOURCES	All classes have access to 5 class iPads to extend and enhance learning in the
	classroom.
	• There 4 class sets of iPads.
	• Each class is allocated a time slot in the Computing suite to help aid children
	develop their skills using keyboard, mouse and monitor.
ТІМЕ	One hour per week Y1-6 for Computing lessons and additional use through the
ALLOCATION	curriculum across all subjects.
STAFF	The Computing subject leaders will audit staff needs in terms of professional
TRAINING	development and arrange training or support as needed to fulfil the requirements of
	the Computing curriculum.
MONITORING	There is a bi-annual review of this policy by the Computing Subject Leaders.
AND	Implementation of the Curriculum will be monitored by the Computing Leads through
EVALUATING	triangulation of evidence.
	The Curriculum committee of the governing body is briefed to oversee all policies. Any
	changes made to this policy will be communicated to all teaching staff
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Policy agreed by Governors:



Policy to be reviewed: Autumn 2026