Great Orton Primary School

Computing Policy

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Introduction

The use of information and communication technology is an integral part of the national curriculum and a key skill for everyday life. Computers, tablets, programmable robots and digital cameras are some of the tools we will use to acquire, organise, store, manipulate, interpret, communicate and present information.

At Great Orton Primary School we recognise all pupils are entitled to quality hardware / software through the provision of a structured and progressive approach to the development of necessary skills required to enable pupils to learn and use technology effectively.

This policy records how the school intends to make this happen.

Aims

- Provide a relevant, challenging and enjoyable curriculum for Computing for all pupils
- Meet the requirements of the Early Years Foundation AND National Curriculum programmes of study for Computing
- Use computing skills as tools to enhance learning throughout the curriculum
- To respond to new developments in technology
- To equip pupils with the confidence and capability to use computing skills throughout their later life
- To enhance / extend learning in other areas of the curriculum using computing
- To develop the understanding of responsible use of the Internet and of the potential dangers of using the Internet and measures they can take to keep themselves safe

In line with statutory curriculum documents, our curriculum for computing aims to ensure that all pupils:

- Can understand and apply the fundamental principles of computer science, software designs, algorithms, logic, computational functions, hardware and how humans interact with technology
- Can analyse problems in computational terms, and have repeated practical experience of handling data and programming
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- Are responsible, confident, competent and creative users of technology.

Rationale

The school believes computing:

- In today's modern world, being able to use technology skilfully and effectively is essential
- Gives pupils immediate access to a rich source of materials.
- Can present information in new ways which helps pupils understand, access and use it more readily
- Can motivate and enthuse pupils
- Can help pupils focus and concentrate
- Offers potential for effective group working
- Has the flexibility to meet the individual needs and abilities of each pupil
- Lays the foundation for skills required by most modern jobs

Objectives

Early Years

It is important we offer children a broad, play-based experience of Computing in a range of contexts, including outdoor play. Role play area will strive to include technological equipment reflecting real life experiences. Children gain confidence, control and language skills through opportunities to interact with the Smartboard, program a toy, use a hand held tablet and use recording devices to support children to develop their learning and skill base skill. Inclusion for all is the expectation.

Key Stage 1

By the end of Key Stage 1 pupils should be taught to:

- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs are executed by following a sequence of instructions
- Write and test simple programs
- Use logical reasoning to predict how programs will be executed
- Organise, store, manipulate and retrieve data in a range of digital formats
- Communicate safely and respectfully online, keeping personal information private, and recognise common uses of information technology beyond school (please refer

Key Stage 2

- 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 interpreting information.

Resources / Access

The school acknowledges the need to continually maintain, update and develop its resources in making progress towards a robust system that reflects the use of e aim to invest in resources that will effectively deliver the strands of the new National Curriculum and support the use of computing across the school. Teachers are required to inform the Computing Technician of any faults as soon as they are noticed. If resources are not classroom based they are located in the ICT Cupboards or the Secure Cupboard.

Computing network infrastructure and equipment has been sited so that:

- There are Computer Cupboards and Recharge facilities for Laptops, Ipad mini's and Ipads connected to the school network
- Each class from Reception to Year 6 has an allocated slot across the week for the teaching of specific computing skills
- Tablet computers which connect to the school WiFi network are kept in a trolley and are available
- Pupils are always supervised by an adult when using computing equipment
- A governor will be invited to take a particular interest in ICT and computing in the school

Planning / Assessment

Planning is based around the 'Knowsley' scheme of work, which provides staff with the range of skills and knowledge children need to have as part of the national curriculum. Progression of these skills and knowledge is facilitated through these plans.

Inclusion

At Great Orton we strive to plan and offer computing provision for all pupils to achieve: gender/ higher achieving pupils / gifted and talented pupils / SEN pupils / pupils with disabilities / pupils from all social and cultural backgrounds / LAC pupils / those subject to safeguarding / pupils from different ethnic groups and those from diverse linguistic backgrounds.

Health & Safety

The school is aware of statutory health and safety issues involved in children's use of computing equipment. All electrical appliances in school are tested accordingly and in line with L.A guidelines.

It is advised that staff should not bring their own electrical equipment in to school, but if this is necessary, then equipment must be pat tested before use in school. *This also applies to any equipment brought in to school by, for example, people running workshops, activities, etc. and it is the responsibility of the member of staff organising the workshop, etc. to advise those people.*

All staff should visually check electrical equipment before they use it and take any damaged equipment to the school office where it will be checked and replaced as required. technology in the real world.

Damaged equipment should be reported to the Headteacher /School Office to arrange for repair / removal.

Security

The L.A provides Spohos Anti Virus support who are responsible for regularly updating anti virus software. Use of computing will be in line with the Acceptable User Agreement(AUA) in School. All staff, pupils & volunteers must sign a copy.

Parents will be notified of the AUA through our school website.

All staff, pupils and parents should be made aware of school rules for responsible use of computing, technology and the internet – understanding the consequences of misuse clearly.

Jamf's mobile device management (MDM) school solution means that staff receive an MDM for education powerhouse for running today's modern classroom with the best learning technology available.

Jamf School's intuitive web-based interface simplifies deploying, conducting inventory and securing Apple devices — while offering teacher workflows and other classroom management assistance.

What does Jamf do -

- Simplifies classroom management with drag-and-drop functionality
- Shows all device information on one dashboard
- Gives automatic access to subject-specific materials for students
- Tracks damaged devices
- Tackles multiple locations with ease
- Caches content that will be used by multiple students to avoid internet slowdowns
- Makes it easier to make profiles, name devices, simplify management and assignment of books and apps.