Cams Lane Primary School

Computing Policy

2023-2025

School Vision

'Together as a Cams Lane family, we will inspire everyone to reach their potential. Guided by our 5 Rs, we will develop independent learners with an awareness of the world around them, ready for the challenges of the future. We will nurture relationships that build confidence and pride within each person.'

'INSPIRE, BELIEVE, LEARN'

Resilience, Resourcefulness, Respect, Reflection, Responsibility

Intent

We recognise the rapid technological advancements of recent years, and the increasing role technology plays in children's lives. As technology continues to evolve throughout their education, we aim to equip our pupils with the skills and knowledge they need to adapt, thrive, and navigate the digital world safely. Alongside developing their computing skills, we place a strong emphasis on online safety, ensuring that pupils understand how to use technology responsibly.

We encourage children to be original and imaginative in computing, fuelling their creativity through a variety of engaging equipment and software. Pupils are challenged to expand their knowledge and skill set, with a focus on real-world applications of the technology they encounter.
From an early age, children are surrounded by technology, just as they are by language, print, and numbers. They interact with programmable devices in everyday life—from washing machines to supermarket tills—beyond computers and tablets. We recognise that technology is an integral part of their environment, and we aim to nurture their ability to master and use it as a tool for learning and problem-solving across the curriculum.

Technology also provides opportunities for pupils to collaborate and share their learning in innovative ways, reflecting the modern workplace, where remote collaboration is increasingly important. It also enhances accessibility, supporting all learners and enabling them to communicate effectively. Our skills-based curriculum is balanced with opportunities for creative application, ensuring that pupils develop into confident, skilful computer scientists.

We encourage teachers to integrate computing across the curriculum, helping pupils see its relevance beyond skill acquisition. We want our pupils to enjoy computing, recognise its role in their learning, and develop confidence in exploring and applying new technologies creatively.
By the time pupils leave Cams Lane School, we want them to be competent, independent users of technology, confident in selecting the right tools for a task and adaptable to emerging digital innovations. Above all, we want them to embrace computing as a means of creative expression, while understanding the broader implications of technology in the wider world.

Our Computing scheme of work ensures that pupils meet the end-of-Key Stage Attainment Targets outlined in the National Curriculum. When combined with our RSE and PSHE curriculum, it also fulfils the DfE's Education for a Connected World framework, preparing pupils for life in the digital age. This includes fostering an understanding of appropriate online behaviour, copyright awareness, critical evaluation of online content, and healthy technology use.

National Curriculum Aims

Computer Science

- To enable children to become confident programmers on a range of devices.
- To create opportunities for collaborative and independent learning.
- To develop children's understanding of technology and how it is constantly evolving

Digital Literacy

- To enable a safe computing environment through appropriate computing behaviours.
- To promote pupils' spiritual, moral, social and cultural development.

Information Technology

- To develop IT as a cross-curricular tool for learning and progression.
- To promote learning through the development of thinking skills.
- To enable children to understand and appreciate their place in the modern world.
- To ensure IT is used, when appropriate, to improve access to learning for pupils with a diverse range of individual needs, including those with SEN and disabilities

Implementation

Our scheme of work, which follows Kapow, is designed with three strands which run throughout:

- Computer science
- Information technology
- Digital literacy

Our National Curriculum Mapping document outlines which of our units address each of the national curriculum attainment targets as well as the above three strands.

Our skill progression chart depicts the skills taught in each year group and how these skills develop year after year to ensure that achievement targets are met by the end of each key stage.

The Kapow Primary scheme is divided into five key areas, forming a cyclical path for pupils to develop their computing knowledge and skills by revisiting and building on previous knowledge:

- Computer systems and networks
- Programming
- Creating media
- Data handling
- Online safety

Kapow Primary Computing ensures a broad and balanced coverage of the National Curriculum requirements, and our 'Skills showcase' units allow pupils to learn and apply transferable skills. Units have been created to link to other subjects such as science, art, and music where appropriate, allowing for the development of additional transferable skills and genuine cross-curricular learning.

Lessons include a variety of teaching strategies such as independent tasks, paired and group work, and unplugged and digital activities. Because of this variety, lessons are engaging and appealing to

pupils with a variety of learning styles. Differentiated guidance is available for each lesson to ensure that all pupils can access it, and opportunities to stretch pupils' learning are available when needed. Each unit's knowledge organisers assist pupils in developing a foundation of factual knowledge by encouraging recall of key facts and vocabulary.

Strong subject knowledge is required for staff to deliver an effective and robust computing curriculum. Each of our lesson units includes teacher videos to help staff develop subject knowledge and support ongoing CPD. Additional CPD opportunities are available through Kapow webinars with Computing subject specialists. Teachers may lack confidence in delivering the computing curriculum, and every effort has been made to ensure that they feel supported in delivering high-quality lessons that ensure pupil progression.

Computing is taught weekly, throughout the academic year, by class teachers. This allows teachers to see, where the skills being learned in computing, can be further developed in a cross-curricular way.

Resources
Across the school:

- We use Chromebooks, or converted Windows machines, to deliver the curriculum.
- Teaching staff have been trained in the use of Google Classroom in order to support the whole curriculum.
- Interactive boards are available in every classroom and the main intervention room.
- High quality cameras are available for recording

Each year we participate in Internet Safety Week, while across the year Internet Safety is also covered as a unit within our PSHE curriculum, for each year group. Pupils in Year 6, attend a half-day Crucial Crew workshop provided by the LA, where one of the units covered is online safety (including how to prevent cyber-bullying).

Impact

The impact of the computing curriculum can be seen in the digital work that pupils save, as well as the assessment of pupils' knowledge and skills during lessons.

Through formative and summative assessment opportunities, computing can be continuously monitored. Each lesson includes guidance to assist teachers in assessing pupils against the learning objectives, and each unit includes a unit quiz and knowledge catcher that can be used at the beginning and/or end of the unit.

Our pupils should leave school with a variety of skills that will enable them to succeed in high school and be active participants in the ever-expanding digital world.

Monitoring Progress in Computing

This demonstrated through regularly reviewing and scrutinising children’s work, to ensure that progression of skills is taking place.

This is done throughout the year, and pupil’s work is monitored in various ways:

- Looking at pupils' work, especially over time as they gain skills and knowledge
- Observing how they perform in lessons
- Talking to children about what they know.
- Observe Computing teaching and learning in the classroom through learning walks and drop-ins
- Sampling of workbooks and work held electronically:
    - by the computing lead
    - Sharing at Key Stage and/or staff meetings
    - Monitoring by the SLT

Following the Kapow Primary Computing scheme of work is expected to result in children:

- Be critical thinkers capable of making informed and appropriate digital decisions in the future.
- Understand the significance of computing in their future educational and professional lives, as well as their social and personal lives.
- Understand how to strike a healthy and appropriate balance between time spent on technology and time spent away from it.
- Recognize how technology can help them showcase their ideas and creativity. They will understand that various types of software and hardware can assist them in achieving a wide range of artistic and practical goals.
- Demonstrate a clear progression of technical skills across all areas of the National curriculum, including computer science, information technology, and digital literacy.
- Be able to use technology both independently and as part of a team.
- Be aware of online safety issues and protocols, as well as the ability to handle any problems in a responsible and appropriate manner.
- Be aware of technological developments and understand how current technologies work and interact with one another.
- Meet the end-of-key-stage expectations outlined in the Computing National Curriculum.

C Cooper
September 2023

Review September 2025