Old Bank Academy

ICT and Computing Policy

Version Number	1
Date of Issue	April 2020
Date Approved	April 2020
Review Frequency	3 yearly
Status	Non statutory
Approved By	Headteacher

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Introduction

As ICT underpins today's modern lifestyle it is essential that all pupils gain the confidence and ability that they need in this subject to prepare them for the challenge of a rapidly developing and changing technological world. We aim to develop children who can use ICT in a safe and purposeful way to enhance and extend children's learning across the whole curriculum.

The school believes that ICT and computing
- Gives pupils immediate access to a rich source of materials
- Can present information in new ways which help pupils understand and access learning more effectively
- 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

Aims of the curriculum
- To provide a relevant, challenging and enjoyable curriculum for ICT and computing for all pupils
- To meet the requirements of the national curriculum programmes of study for ICT and computing
- To use ICT and computing as a tool to enhance learning throughout the curriculum
- To respond to new developments in technology
- To equip pupils with the confidence and capability to use ICT and computing throughout their later life
- To enhance learning in other areas of the curriculum using ICT and computing
- To develop the understanding of how to use ICT and computing safely and responsibly

The National Curriculum for Computing aims to ensure that all pupils
- Can understand and apply the fundamental principles of computer science, including logic, algorithms, data representation, and communication
- Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- Are responsible, competent, confident and creative users of information and communication technology

Implementation

Foundation Stage
It is important in the foundation stage to give children a broad, play-based experience of ICT in a range of contexts, including outdoor play. ICT is not just about computers. Early years learning environments should feature ICT scenarios based on experience in the real world, such as in role play. Children gain confidence, control and language skills through opportunities to 'paint' on the whiteboard or programme a toy. Recording devices can support children to develop their communication skills. This is particular useful with children who have English as an additional language.

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 execute by following a sequence of instructions
- Write and test simple programs
- Use logical reasoning to predict and computing the behaviour of simple programs
- 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

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 p