Computing Subject Policy St Ethelbert's RCPS

Love, Care, Share…

Love learning as friends; Care for our community as neighbours; Share our faith in Jesus as disciples.

How does Computing support our vision, mission, values and aims?	Through Computing, the children develop their love for learning by working collaboratively and developing their curiosity of the technological world. They take responsibility for their own learning focusing on improving their skills and then applying these in different, creative contexts.
What are the National Curriculum requirements for Computing?	The National Curriculum for Computing aims to ensure that all pupils: • can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation • 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
How is Computing taught?	Computing is taught as a discreet subject, where pupils are given opportunities to develop the key skills of Online Safety; Digital Literacy; Computer Science; Digital creativity and Data Handling. The school uses the Bolton Schools Scheme to help support teachers' subject knowledge. Online safety has a high profile and is delivered regularly by teachers and by outside agencies to safeguard our children. The use of online resources (e.g. Project Evolve / CEOP / Think you Know) promotes discussion and highlights current issues for relevant year groups. The ability to find, evaluate, utilise, share, and create content using information technologies and the Internet are the key skills developed through the teaching of digital literacy. Through Computer Science, we help our children to have a good understanding of how computers work in this highly digital age. A variety of online platforms are used to develop children's coding skills (e.g. CS First) Digital Creativity is developed throughout school using a wide range of media such as iPads, laptops, Computer Programmes and Bee Bots / Pro Bots. Cross curricular links, particularly in maths and science, are made whilst teaching Data Handling. Resources such as Data Loggers help to develop children's skills and understanding. The Computing Curriculum Overview ensures that there is a progression of skills taught and that lessons are objective led.

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	Remote Learning: In the event of a school closure, remote learning will be provided via the Seesaw platform. Wherever possible, remote education will align as closely as possible with our in-school provision, providing breadth, balance and progression. In Computing, the following resources will be used to deliver the curriculum: • Espresso Coding • Code.org • Purple Mash Computing The following approaches may be utilised: • Pre-recorded teaching input videos • Zoom calls for live discussion / input • Practical / creative activities The school recognises that some adaptations may have to be made to address the additional challenges of children having to work at home. In Computing, devices will be made available to those who don't have adequate devices to complete tasks. (See also Remote Learning Policy)
How is SMSC developed through Computing?	**Spiritual** – Explore creativity and imagination. **Moral** – Encourage respect for the views and opinions of others. **Social** – Encourage good practice and responsibility in the use of social media and digital technology. **Cultural** - Empower pupils to apply computing skills and knowledge to the wider curriculum and acknowledge links between subjects.
How is Computing assessed?	Children's skills, knowledge and understanding are assessed against the School Computing Assessment Framework (developed from BSICT assessment examples).Teachers gather evidence through observations, examples of children's work and discussions with pupils. Assessment outcomes are recorded each half term – children are judged to be either working towards, achieving expected standard or at greater depth.

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How is Computing monitored?	Computing is monitored at least once per term. This may take the form of discussions with pupils, scrutiny of work, gathering assessment data and evidence and observations as part of learning walks.
Cross – Curricular Links Extra Curricular Visits and Visitors	Topic links are made where appropriate. Key skills are taught to develop a good level of understanding and are then applied through class topics. Meaningful links have previously been made with History, Geography, Science, Music, Art, D.T, PSHE, Maths and English. Online Safety sessions are held for parents at different times of the year. The following examples of visits and visitors enrich the computing curriculum: *SICT – e.g. Y6 Minecraft / Mayans day *BSTC – e.g. Super Learning Week - 3D printing and laser printing *SICT – Online Safety training for staff, pupils and parents *SICT – Digital Leaders' training (Pupils)
Report to Governors:	Termly through Head teacher's written report. Presenting to Governors: Summer 2026 Policy Review – September 2026