

Hawthorn Tree Primary School

Computing Policy

1. The importance of Computing at Hawthorn Tree School.

In 2014 a new National Curriculum came into place. The staff at Hawthorn Tree School are committed to delivering a high-quality computing education that has deep links with mathematics, science, and design and technology.

The main changes to Computing include:

- A greater emphasis on programming and algorithms
- A greater emphasis on eSafety
- How to use co-authoring documents like blogs.

2. Aims for Computing

The staff at Hawthorn Tree Primary School aim to;

- Ensure that all pupils understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- That pupils will be able to analyse problems in computational terms, and have practical experiences of writing computer programs so that they can confidently solve computer problems.
- That pupils can evaluate and apply information technology, including new or unfamiliar technologies to solve problems.
- That pupils are responsible, competent, confident and creative users of information and communication technology.
- All staff are currently using Switched on Computing in order to deliver the new National Curriculum.

3. Statutory entitlement and time allocation for KS1 and KS2.

Pupils in KS1 and KS2 will follow the units of study as outlined from the scheme of work '*Switched on Computing*'. All classes have allocated time in the Computer Suite and they have access to at least 4 Ipads at all times, plus having additional desktop computers in every classroom.

4. Teaching and Learning Style – Implementation.

Teachers at Hawthorn Tree Primary School implement Computing as a subject through cross curricula teaching and as a stand-a-lone subject when teaching Computing.

5. Planning

At Hawthorn Tree Primary School we follow the '*Switched on Computing*' scheme of work to plan our long, medium and short term planning. Each Year group have their own master copy of the planning book relevant to their year group. Within each planning book there are six units for each year group to follow. This ensures that every year group is following the National Curriculum successfully.

Each teacher is responsible for having a copy of their planning in their planning folders. Teachers may or may not wish to re-type the planning from the scheme of work.

6. Computing's contribution to Learning across the curriculum

Computing promotes Pupils 'Spiritual, Moral, Social and Cultural Development' (SMSC) by preparing pupils for the opportunities, responsibilities and experiences they will encounter later on in their lives.

Computing will be used to enhance both teaching and learning throughout the other curriculum subjects.

7. Equal Opportunities/ SEN

All children regardless of their ability, social background or whether they are on the SEND register will have access to high quality Computing education which is age or stage suitable. This will be delivered through programmes, apps and differentiated teaching.

8. Assessment and Monitoring

Here at Hawthorn Tree Primary School the Subject Leader monitors the subject Computing through work scrutiny, questionnaires to pupils, and computing assessment booklets which follow children from Reception to Year 6.

9. Background Information

This document was informed by referring to the new National Curriculum Handbook.

10. Review date for this Policy 2017

Appendices

1. The scheme of work overview for subject Computing.

KS1

Year	Unit	Title	Unit Summary	Study Focus	Suggested software/hardware
1	1.1	We are treasure hunters	Using programmable toys	Programming	Programmable toys
	1.2	We are TV chefs	Filming the steps of a recipe	Computational thinking	Paint, Movie Maker/ iMovie/ i2LaunchAPP/j2e5
	1.3	We are painters	Illustrating an eBook	Creativity	Tux Paint/ Paint/ 2Paint A Picture, IWB software, Word/ j2launchAPP/j2e5
	1.4	We are collectors	Finding images using the web	Computing networks	Web browser, PowerPoint, IWB software/j2e5
	1.5	We are storytellers	Producing a talking book	Communication/ collaboration	PowerPoint/ 2Create A Story/ IWB software/ JiTMix/j2e5
	1.6	We are celebrating	Creating a card electronically	Productivity	PowerPoint/ Word/ Clicker 6, Paint/ 2Paint A Picture/j2e5
2	2.1	We are astronauts	programming on screen	Programming	Scratch/ Kodu/ Scratch Jnr
	2.2	We are games testers	Exploring how computer games work	Computational thinking	Scratch, Screencast-o-matic
	2.3	We are photographers	Taking, selecting and editing digital images	Creativity	Picasa Web/ Pixir.com/j2eCamera
	2.4	We are researchers	Researching a topic	Computer networks	FreeMind, bit.ly, web browser, PowerPoint

	2.5	We are detectives	Communicating clues	Communication/ Collaboration	Email system, Excel
	2.6	We are zoologists	Recording bug hunt data	Productivity	Excel/ IWB software, Picasa Web/ Photo Gallery, Google Maps/ Google Earth
3	3.1	We are programmers	Programming an animation	Programming	Scratch/ PowerPoint
	3.2	We are bug fixers	Finding and correcting bugs in programs	Computational thinking	Scratch/ PowerPoint
	3.3	We are presenters	Videoin performance	Creativity	Movie Maker/ I Movie
	3.4	We are network engineers	Exploring computer networks, including the internet	Computer networks	FreeMind, bit.ly, web browser, PowerPoint
	3.5	We are communicators	Communicating safety on the internet	Communicator/ Collaboration	Email system, video conferencing software, presentation software
	3.6	We are opinion pollsters	Collecting and analysing data	Productivity	Google Forms/ j2Vote, Google Sheets and Google Slides/ InspireData/ Excel, Word
4	4.1	We are software developers	Developing a simple educational game	Programming	Scratch/Snap!
	4.2	We are toy designers	Prototyping an interactive toy	Computational thinking	Scratch
	4.3	We are musicians	Producing digital music	Creativity	Isle of Tune, Audacity, LMMS/ GarageBand, MuseScore
	4.4	We are HTML editors	Editing and writing HTML	Computer networks	Firefox, Brackets
	4.5	We are co-authors	Producing a wiki	Communication/ collaboration	Learning platform/ MediaWiki/ Google

					Sites/j2e5
	4.6	We are meteorologists	Presenting the weather	Productivity	Excel/ Google Sheets, PowerPoint/ IWB software/j2e5
5	5.1	We are game developers	Developing an interactive game	Programming	Scratch/ Kodu
	5.2	We are cryptographers	Cracking codes	Computational thinking	Scratch, The Black Chamber
	5.3	We are artists	Fusing geometry and art	Creativity	Inkscape/ Adobe Illustrator/ CorelDraw, Scratch, Terragen Classic
	5.4	We are web developers	Creating a web page about cyber safety	Computer networks	Google, Bing, Google Sites/ Learning platform/ WordPress/ j2bloggy/ j2webby
	5.5	We are bloggers	Sharing experiences and opinions	Communication/ collaboration	WordPress/ Blogger/ Learning platform/ j2bloggy/ j2webby, GIMP, Audacity, Movie Maker
	5.6	We are architects	Creating a virtual space	Productivity	Trimble SketchUp, Screencast-o-matic
6	6.1	We are app planners	Planning the creation of a mobile app	Computer networks	App Inventor/ AppShed/ PhoneGap, Picasa Web, Google Drive Presentation/ Prezi
	6.2	We are project managers	Developing project management skills	Computational thinking	Google Apps for Education/ VLE/ GitHub
	6.3	We are market researchers	Researching the app market	Productivity	Google Drive applications/ Office/ j2Vote, Movie Maker

	6.4	We are interface designers	Designing an interface for an app	Communication/ collaboration	Justinmind Prototyper/ Pencil Project/ PowerPoint
	6.5	We are app developers	Developing a simple mobile phone app	Programming	App Inventor
	6.6	We are marketers	Creating video and web copy for a mobile phone app	Creativity	Publisher, WordPress/ Google Sites, Movie Maker

2. Resources

- Visualisers
- Waterproof cameras (children's)
- Beebots and Beebot equipment
- Spare chargeable batteries

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