Policy for Computing

Autumn 2025

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Contents

1. Introduction

'A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world.'

National Curriculum in Computing DFE 2013

At Dorridge Primary School, we believe that using computers and technology is an important part of learning. It helps children understand and take part in the modern, digital world around them.
There are many tools and programs that allow pupils to share ideas, work together, and create digital content. We want all our pupils to have access to a broad and balanced computing education. This means learning how computer systems work, how to use technology safely and effectively, and developing the skills they need to become confident and responsible digital users. This policy explains how the school will provide this education and support pupils in becoming digitally literate.

2. Aims

The school's aims are to:

1. All school staff, governors and parents work in partnership for the benefit of all pupils.
2. Teachers and support staff enable all pupils to achieve their full potential as independent life-long learners.
3. Our broad, balanced and enriched curriculum promotes challenge, enabling all pupils to make a positive contribution towards their own achievement.
4. We foster strong links with the community and encourage children to be responsible citizens, who are respectful and tolerant.
5. We encourage initiative within a happy, healthy and safe environment where all achievement is valued and celebrated.

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 to solve such problems

• are responsible, competent, confident and creative users of information and communication technology.

3. Rationale

At Dorridge Primary School, we believe that computer science, information technology (IT), and digital literacy are essential for all pupils.

They:

- are vital life skills needed to fully participate in today's digital world
- enable children to become creators of digital content, not just consumers

- provide access to a wide range of information and learning resources
- allow information to be communicated and presented in new, engaging ways, helping pupils to understand and use it more effectively
- inspire and motivate pupils through interactive and dynamic learning experiences
- encourage communication and collaboration through group work and shared projects.
- offer flexibility to support the individual needs and abilities of every pupil.

Dorridge Primary School is committed to ensuring that all pupils develop a broad, deep, and progressive understanding of computer science, IT, and digital literacy throughout their time at school.

Computer Science

Computer science is the core of the computing curriculum. This provides the foundation knowledge required to understand and interpret other areas of the curriculum.

Our pupils learn how computers and networks work and are introduced to the principles of programming. This includes writing code, using logical thinking, understanding algorithms, and solving problems.

Information Technology

Information technology provides a context for the use of computers within society. Within IT there is a focus on knowledge of how computers are used within different sectors and describes the methods to create digital artefacts such as videos, animations or 3D models.

Our pupils learn to use computers to create, organise, store, and present digital content. They learn practical skills such as word processing, creating media, handling data, and using a variety of software tools effectively.

Digital Literacy

Digital literacy is the knowledge and ability to use technology confidently, competently and in a safe way.

Our pupils learn how to use technology safely, respectfully, and responsibly. This includes understanding online safety, managing their digital identity, and developing positive behaviours for using technology in everyday life.

4. Implementation

Computing at Dorridge Primary School is taught through the Kapow Primary Computing Scheme of Work, which ensures a structured and engaging approach to delivering the National Curriculum. Lessons are taught weekly and cover all three key strands.

Key Features of its implementation are:

- Dedicated Lessons: Computing is taught in regular, timetabled sessions to ensure consistent development of knowledge and skills.
- Hands-On Approach: Pupils use a range of devices, including laptops and iPads, along with age-appropriate software and online platforms.
- Cross-Curricular Use: Computing skills are reinforced through other subjects where appropriate, supporting a broader understanding of digital tools.
- Online Safety: E-safety is embedded across all year groups and taught explicitly through the Kapow curriculum and wider school safeguarding programme.
- Teacher Support: Kapow provides detailed lesson plans, video guidance, and assessment tools to support consistent, confident teaching across the school.

5. Planning and Progression

Key Stage 1 and Key Stage 2

The computing curriculum is carefully planned to ensure clear progression in skills, knowledge, and understanding from Year 1 through to Year 6.

Key Features of Planning and Progression:

- Kapow Scheme Structure: The scheme follows a spiral curriculum model, revisiting key concepts with increasing depth and complexity each year.
- Progression of Skills: Each year group builds on prior learning through structured units that cover coding, digital content creation, data handling, and online safety.
- Long- and Medium-Term Planning: The school uses Kapow's termly overviews and unit plans to ensure full curriculum coverage and logical sequencing of content.
- Assessment for Learning: Each unit includes formative assessment opportunities to help teachers track progress. This includes key questions, suggested success criteria, and examples of pupil work.
- Inclusivity and Differentiation: Lessons are designed to be accessible to all learners, with adaptations available to support pupils of different abilities and learning needs.

This approach ensures that all pupils at Dorridge Primary develop the computing knowledge and digital skills they need to succeed in a rapidly changing technological world.

Code.org®

The Computing curriculum at Dorridge Primary School is further supported using Code.org® courses as an additional resource. This creative and engaging platform has been successfully used by pupils in recent years to enhance their understanding of basic coding and computer science concepts.

EYFS

In the Early Years Foundation Stage (EYFS) at Dorridge Primary School, Computing is not taught as a separate subject but is integrated into areas of learning such as *Understanding the World* and *Expressive Arts and Design*. Children are introduced to technology in a hands-on, play-based way using age-appropriate tools like tablets, interactive whiteboards, and programmable toys such as Bee-Bots. They explore how technology is used in everyday life and begin to use simple digital devices to support their learning and creativity. Through these experiences, children develop early computing concepts such as sequencing, problem-solving, and basic digital literacy. E-safety is introduced in a simple, age-appropriate way. These early experiences lay the foundation for more formal computing learning in Key Stage 1.

6. Online Safety

At Dorridge Primary School, online safety is a fundamental part of our Computing curriculum and wider safeguarding practices. We are committed to teaching pupils how to use technology safely, respectfully, and responsibly.

Online safety is taught explicitly through the Digital Literacy strand of the Computing curriculum, using resources provided by Kapow Primary. These are supplemented with additional materials ensuring that key messages are regularly reinforced.

Key areas covered include:

- Keeping personal information private
- Recognising and reporting online risks, bullying, or suspicious behaviour

- Understanding what is safe and appropriate to share or post online
- Making safe choices when using websites, apps, games, and social media
- Developing a positive and respectful digital footprint

Online safety education is age-appropriate and progressive, beginning in EYFS with basic digital awareness and continuing through to Year 6, where pupils explore more complex online situations, including privacy, digital rights, and cyberbullying.

Staff receive training and updates on online safety, and parents are kept informed through newsletters, and guidance shared via the school website and Class Dojo.

Online safety is not just part of the Computing curriculum but is integrated across the curriculum and reinforced through our school's safeguarding procedures and digital use policies.

E-Safety Week

Each year, Dorridge Primary School marks E-Safety Week during the Spring Term, incorporating activities linked to Safer Internet Day, a global initiative promoting safe and responsible use of technology. This dedicated week reinforces key online safety messages and encourages pupils to be confident, curious, and responsible digital learners.

7. Monitoring

Computing is monitored by the computing subject leader/s as well as the senior management team. Learning walks, informal lesson drop-ins and staff/pupil voices are utilised as methods of monitoring the teaching and learning in computing. CPD and support from the subject leaders can be organised based on findings from monitoring sessions. All monitoring of computing is in line with the monitoring standards set out in the Curriculum Policy.

8. Resources

To support effective delivery of the computing curriculum, Dorridge Primary School provides digital resources that provide sufficient functionality to ensure pupils can develop key computing skills and digital understanding. All computers have internet access via a secure network, which includes robust firewall and antivirus protection to ensure a safe online environment. Pupils are provided with their own network ID and secure password, enabling access to the school's IT systems in a safe and structured way.

Hardware:

- A shared pool of laptops and iPads, used across year groups
- Interactive whiteboards in all classrooms
- Bee-Bots and simple programmable toys for EYFS and KS1
- BBC micro:bits to enhance hands-on programming and physical computing in KS2
- Basic peripherals such as headphones and cameras, as needed

9. Role of the Computing Subject Leader

The Computing Subject Leader at Dorridge Primary School is responsible for leading and supporting the teaching of Computing across the school. Their main responsibilities include:

- Making sure the Computing curriculum is taught effectively using the Kapow Primary scheme.
- Monitoring teaching and learning by looking at planning, talking to pupils, and checking work.
- Supporting teachers with planning, resources, and assessment.
- Helping staff build confidence in teaching Computing through training and advice.
- Looking after Computing resources, such as laptops, iPads, and software.
- Working with teaching staff to promote online safety across the school.
- Reviewing and updating the Computing curriculum to keep it relevant and engaging.
- Encouraging high standards in Computing and helping pupils develop key digital skills.

The subject leader helps ensure that all pupils enjoy and succeed in Computing.

When will the policy be reviewed?

This policy will be reviewed bi-annually.

It will next be reviewed in Spring 2027