



COMPUTING AND ONLINE SAFETY

INTENT

At Saint Augustine's Primary School Computing is used to support all curriculum areas and children are taught to become responsible, competent and creative users of information and communication technology using a range of devices. In Computing lessons, we follow the 'Switched on Computing' scheme of work. Children learn about computer science – exploring the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are then equipped to use information technology to create a range of content including programs. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

IMPLEMENTATION

Our children begin their journey with technology in Early Years with access to a range of technology e.g. iPads, computers, BeeBots, stopwatches, and interactive whiteboards. Teachers facilitate children's curiosity with challenge and modelling how to use the equipment safely and carefully. Teachers use aspects of 'Switched on Computing in the Early Years', matched to their medium term plans.

The teaching of Computing in Key Stage One and Key Stage Two at Saint Augustine's is informed by the scheme of work 'Switched on Computing'. Units of learning are mapped out across the academic year, and wherever possible cross curricular links are made.

Digital leaders are appointed in each class to support the use of technology across the school. Their role includes sharing their skills and expertise with other pupils, classes and teachers, managing and setting up equipment and supporting the subject lead during events such as Safer Internet Day.

To support us with our implementation of the Computing curriculum we have a variety of hardware available to all teachers, including iPads, laptops and Beebots. Each classroom is provided with a visualiser, Interactive whiteboard and laptop or desktop teacher PC

IMPACT

We measure the impact of our curriculum using the following methods:

- Children's self assessments before and after the learning unit is delivered, with comments from the children once the unit is completed.
- Summative assessment of pupil discussions about their learning.
- Images of the children's practical learning saved on school drives.
- Interviewing the pupils about their learning (pupil voice)
- Assessment for learning observations by class teachers against the assessment unit for the units of learning covered.
- End of unit assessments.
- In the Early Years curriculum, any observations gained support teachers to inform their judgements in all areas of learning.

Online Safety

A key part of implementing our Computing curriculum is to ensure that safety of our pupils is paramount. We take online safety very seriously and we aim to give children the necessary skills to keep themselves safe online. Online safety is built into the 'Switched on Computing' curriculum and outlined through the 'e-safety road maps'. We use these in school alongside the 'Be Internet Legends' scheme of work. This is a scheme of work provided by Google, who worked with experts in internet safety ('Parent Zone' and 'internetmatters.org') to ensure that every element of the program addresses different aspects of online safety. Through the 'Be Internet Legends' curriculum children learn how to be 'Sharp', 'Alert', 'Secure', 'Kind' and 'Brave'. For more information on these Internet Safety pillars please refer to Appendix 5 of the Online Safety Policy. A range of activities are carried out in different year groups and staff have allocated where the most appropriate units fit with their curriculum to ensure a cross curricular approach.