Stamford Green Primary School and Nursery

Computing and Online Safety Policy

Agreed at (please indicate with a *):

- Full Governing Body Meeting   __
- Children and Learning Committee Meeting   __*
- Resources Committee Meeting   __

Date: 8.3.24

Computing Policy

"Whether you want to uncover the secrets of the universe, or you just want to pursue a career in the 21st Century, basic computer programming is an essential skill to learn."

Stephen Hawking

1. Vision

It is our vision that our children will learn:

- **Understanding of fundamental principles and concepts**:
  Our curriculum aims to provide a deep understanding of computer science principles, such as abstraction, logic, algorithms, and data representation, enabling students to apply computational thinking effectively in general day-to-day.
- **Problem analysis and programming experience:**
  Students gain practical experience in problem analysis and computer programming, allowing them to break down complex challenges and develop solutions confidently.
- **Evaluation and application of technology:**
  Our curriculum emphasizes the evaluation and application of information technology, including new, emerging or unfamiliar technologies, preparing students to analytically solve problems using a wide range of tools whilst considering which is best for the task.
- **Responsible, competent, and creative ICT users:**
  Students will become safe, responsible users of technology, understanding digital safety, ethical considerations, and demonstrating competence in utilising computing tools for communication, collaboration, and creativity whilst remaining safe online.
- **Fostered creativity and innovation:**
  Our curriculum continues to build on our Learning Without Limits approach - encouraging creativity and innovation, empowering students to think imaginatively, devise unique solutions, and express their ideas using technology, cultivating their adaptability and problem-solving skills.

2. Our Computing curriculum is bought to life through our seven commitments:

HAPPINESS
Our curriculum promotes a positive and enjoyable learning environment. Children will actively learn from mistakes and understand that these are a vital part of how we learn. They will explore programming through a wide range of mediums, alongside collaborating with peers to develop their own interactive experiences that foster a love of computing and computational thinking. A key part of the computing curriculum is that children understand how to keep themselves safe online. All children will be taught online safety in every year group, so that this key message is revised and reinforced. Children will understand what it means to have a 'digital footprint' and the importance of having a good balance between screen time and real life.

INSPIRING
Our curriculum encourages students to dream big and set ambitious goals. Through coding projects, children will have the opportunity to challenge themselves by creating complex programs and innovative solutions. They will be inspired to push boundaries and strive for excellence in their computational endeavours. We will learn a wide range of computational vocabulary and aim to become age-appropriate computing experts.

LEARNING

Our curriculum places a strong emphasis on continuous, progressive learning and growth. Our computing offer is split in to three main strands – digital literacy, computer science and information technology. Digital literacy being 'the skills and knowledge required to be an effective, safe, and discerning user of a range of computer systems'. Computer science is defined as 'the study of computers and computations systems'. Finally, Information technology is defined as 'the use of computers to create, process, store, retrieve and exchange all kinds of data and information'. The school uses and adapts the computing scheme of work 'Purple Mash' for the teaching of computing lessons. In addition to using the programs that are part of the scheme, lessons will be adapted to enable skills to be transferred into their everyday lives e.g. knowing how to use Microsoft applications.

Children will engage in hands on activities that encourage them to explore new technologies (such as micro bits) and programming languages. They will develop their understanding of computer science concepts, enabling them to become confident and proficient learners and technology users in this digital age.

TOGETHERNESS

Our curriculum fosters a sense of community and collaboration. Students will participate in group coding projects, where they will work together to design and develop innovative solutions. They will learn to appreciate diverse perspectives, communicate effectively, and leverage the power of teamwork to accomplish shared goals. Students will engage in discussions and activities that raise awareness about responsible digital citizenship, online safety, and the importance of respecting their own, and others' rights and privacy in the digital space.

VALUES

Our curriculum cultivates resilience, responsibility, teamwork, and independence through the development of computing skills. Children learn to tackle challenges with determination and perseverance, developing resilience. They understand digital responsibility, making ethical choices online. Collaborative coding projects foster teamwork, teaching effective communication and collaboration. The curriculum also encourages independence, empowering students to explore and innovate. By mastering these computing skills, our students develop essential values for success in the digital age.

AMBITION

Our curriculum encourages students to dream big and set ambitious goals. Through coding projects, children will have the opportunity to challenge themselves by creating complex programs and innovative solutions. They will be inspired to push boundaries and strive for excellence in their computational endeavours. We will learn a wide range of computational vocabulary and aim to become age-appropriate computing experts. Our curriculum, using the Purple Mash scheme of work, ensures that we remain ambitious for the children. Technology is ever evolving and it is important that we continue to keep our equipment and the children up to date with technological advancements.

ACHIEVEMENT

Our curriculum celebrates the achievements of our pupils. As they progress through various computing challenges, children will experience the satisfaction of successfully completing projects and solving intricate problems adopting a range of approaches. They will have opportunities to showcase their accomplishments within class and, where appropriate, to the wider school.

3. By the end of Year Six at Stamford Green Primary School and Nursery our children will:

Behaviours	Children will develop positive behaviours such as perseverance, responsible digital citizenship, effective communication, and collaboration. They will engage in collaborative coding projects, where they will learn to work as a team, communicate their ideas effectively, and support each other throughout the process. They will also practice responsible digital behaviour, such as respecting others' privacy, citing sources, and adhering to copyright laws.
Attitudes	Children's attitudes will be influenced positively, fostering a growth mindset, curiosity, and a sense of excitement towards technology. They will be encouraged to embrace challenges and view failures as opportunities for learning. Through engaging activities and exposure to new technologies (both hardware and software), they will develop a sense of curiosity and a passion for exploring new possibilities in the digital world.
Skills	Students will acquire a wide range of skills including programming, problem solving, critical thinking, digital literacy, and creativity. They will learn programming languages such as Scratch, enabling them to write their own code and develop interactive projects. They will engage in problem solving activities that require logical thinking, algorithmic design, and debugging skills. Additionally, they will enhance their digital literacy, learning to evaluate information, practice online safety, and leverage various digital tools and platforms. They will also be encouraged to think creatively and develop innovative solutions through project based learning experiences.
Knowledge	Children will gain a solid foundation in computer science principles, algorithms, data representation, and knowledge of various technologies. They will learn about the fundamental principles of computer science, such as abstraction, logic, and data structures. They will explore algorithms and understand their role in solving problems. Additionally, they will gain knowledge about data representation methods and technologies. They will also be introduced to emerging technologies such as artificial intelligence, robotics, and virtual reality, expanding their awareness of the digital landscape and fostering a sense of excitement.
Experiences	Pupils will engage in hands on experiences, coding projects, and interactive activities, allowing them to apply their skills and knowledge. They will design and develop their own interactive games and PowerPoints, applying programming concepts they have learned. They will also participate in the coding of hardware such as Microbits, where they will program these versatile pieces of kit to perform specific tasks. These experiential learning opportunities will provide them with practical, real-world application of their computing skills.
Technology	Our curriculum will expose children to diverse technologies, tools, and apps, empowering them to navigate and adapt to ever evolving technology. They will have access to a variety of software applications, online coding platforms, and emerging technologies. They will explore the use of technology in different contexts, such as data analysis, creative media production, and problem solving. They will also learn to critically evaluate and select appropriate technologies to solve specific challenges, providing valuable expertise for children as they go in to the wider world.
Sustained	The curriculum fosters a love for learning and prepares students for the pursuit of lifelong knowledge in the field of computing and technology. They will be

	encouraged to explore their own interests and pursue independent projects, nurturing their curiosity and passion for the subject. They will have access to online resources, coding communities, and coding clubs, providing opportunities for continuous learning beyond the classroom. The curriculum will also promote reflection and self assessment, allowing students to monitor their progress, set goals, and take ownership of their learning journey.

4. Feedback and Assessment
a) For further information about how the school provides feedback to the children and how teachers make assessments about a child's learning, please refer to the Assessment (including marking and feedback) Policy.

5. Inclusion
a) Learning opportunities will be available to every child, regardless of any protected characteristic. Pupils will be encouraged to value social and cultural diversity through their learning. They will listen to, and participate, in a variety of experiences in a positive and constructive manner.

b) We recognise that in all classes, children have a wide range of abilities. Therefore, we aim to provide suitable learning opportunities for all children by matching the challenge of the learning to the needs of the child.

c) For further information, please refer to our Special Educational Needs and Disabilities (SEND) Policy and our Teaching and Learning policy.

6. Subject Organisation
a) Computing is taught on a weekly basis. This ensures that there are opportunities to build on previous learning, make connections and apply their computing skills.

b) Computing is planned for by using and adapting the scheme of work 'Purple Mash'. For further detail, please refer to the Computing Compendium.

7. Monitoring and Evaluation
a) The work of the Computing Subject Leader involves ensuring that the curriculum is well planned, being informed about current developments in this area and providing a strategic lead and direction for the subject in the school.

8. The Role of the Computing Subject Leader and Online Safety Leader
a) The Computing Subject Leader is responsible for all aspects of computing at Stamford Green. Online Safety matters might also be dealt with by a wider team which could also comprise of the Headteacher, Online Safety Leader and/or DSL – Designated Safeguarding Lead.

b) The Computing Leader and Online Safety Leader ensure that all children and adults in the school community are aware of and adhering to Online Safety principles (See Online Safety section). Staff are also required to follow the Staff Code of Conduct and Acceptable Use Policy.

c) The Computing Leader and Online Safety Leader should keep up to date with developments in computing and online safety and disseminate information to colleagues as appropriate.

d) The Computing Leader and Online Safety Leader takes responsibility for organising professional development training for all staff.

9. Online Safety

a) Online Safety encompasses not only Internet technologies but also electronic communications such as mobile phones and wireless technology. It highlights the need to educate children about the benefits, risks and responsibilities of using information technology. It provides safeguards and raises awareness to enable users to control their online experiences.

b) Teaching, Learning and the internet

The internet is an essential part of education in the 21st century. The school has a duty to provide pupils with quality Internet access as part of their learning experience. Internet use is part of the statutory curriculum and a necessary tool for staff and pupils. Staff and pupils use it for research, for communication and for educational sites to support learning. The school internet access is designed expressly for pupils' use and includes filtering and monitoring appropriate to the age of the pupils.

c) Educating pupils and Parents/Carers about online safety
   i. Pupils will be taught what internet use is acceptable, what is not and given clear objectives for Internet use. Pupils will be educated in the effective use of the internet in research, including the skills of knowledge location, retrieval and evaluation. Pupils should be taught to be critically aware of the materials they read and will be shown how to validate information before accepting its accuracy.

   ii. Older children will be taught about the concept of 'fake news' and how the internet is believed to have played a role in manipulating public opinion through the placement of falsehoods prior to elections. Older pupils should be taught how search engines such as Google rank results. They should appreciate that companies pay money to achieve high rankings and so be aware that the first search results are often sponsored.

   iii. Stamford Green will raise awareness of internet safety with Parents/Carers through regular newsletters articles, social media posts and our own website. In addition, Parents/Carers will be invited to attend Online Safety workshops run by the Online Safety Lead as well as external providers such as the Breck Foundation.

d) Cyber bullying
Cyber bullying takes place online, such as through social networking sites, messaging apps or gaming sites. Like other forms of bullying, it is the repetitive, intentional harming of one person or group by another person or group, where the relationship involves an imbalance of power. Please refer to the Anti-Bullying Policy for further information.

e) Acceptable use of the internet in school
All pupils, Parents/Carers, staff, volunteers and governors are expected to adhere to an agreement regarding the acceptable use of the school's systems and the internet. Visitors will also be expected to read and agree to these terms, if relevant.

Use of the school's internet, must be for educational purposes only, or for fulfilling the duties of an individual's role.

We will monitor the websites visited by pupils, staff, volunteers, governors and visitors (where relevant) to ensure they comply with the above and restrict access through filtering systems where appropriate.

f) Pupils using devices in school

Only pupils in Year 6 may bring mobile phones into school, but are not permitted to use them whilst on the school site. These must be turned off/on at the school gates and handed in to the Class Teacher upon arrival into the classroom. Any breach of this may lead to consequences in line with our behaviour policy.

g) School's response to issues of misuse by children

Where a pupil misuses the school's systems or internet, we will follow the procedures set out in our behaviour policy.

h) Acceptable use agreements

As part of the welcome pack of information when a child joins the school, both parents/carers and children will be informed about the terms of acceptable use. For staff, this is included as part of the Staff Code of Conduct, which is signed by all members of staff annually.