

Manor Computing Policy



Date approved:	January 2025
Approved by:	Directors/CEO/CEA
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This policy is scheduled for review on:	Every 3 years or on updates

Contents

Policy Statement	3
Scope.....	3
Our Vision.....	4
Our Ambitious Intent	5
Our Curriculum Implementation	5
Our Children’s Charter	6
Our Curriculum Impact	7
Breach of Policy.....	7



Policy Statement

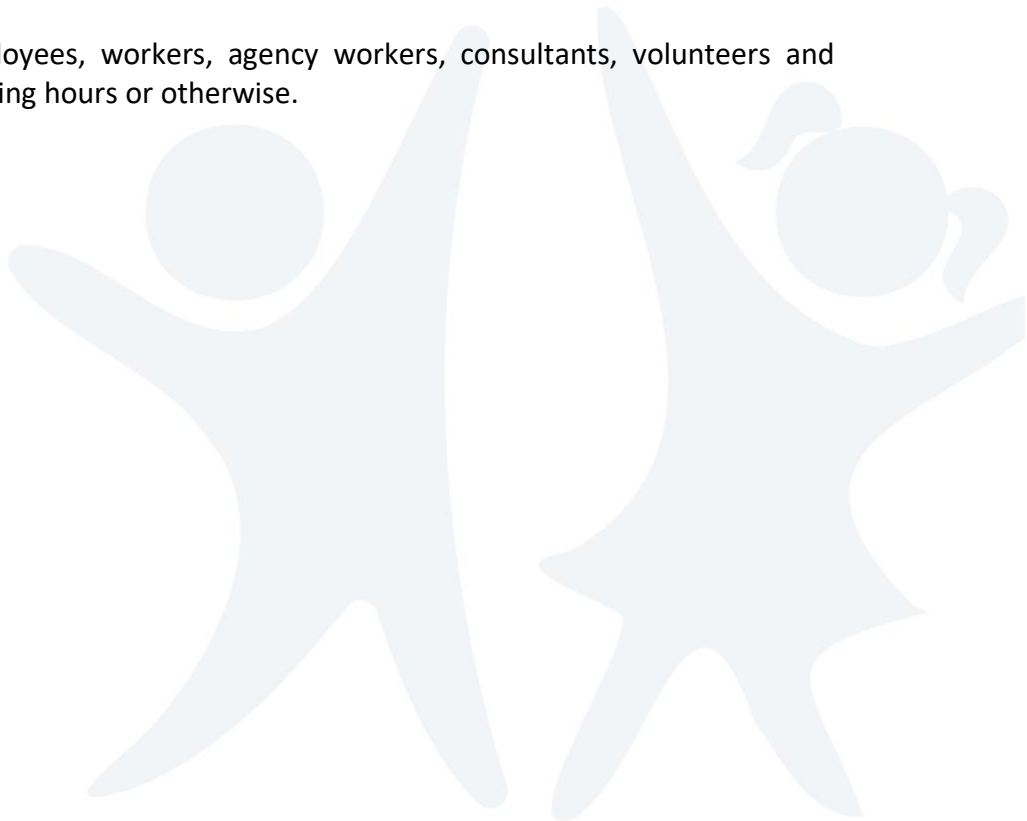
This policy outlines Manor Multi Academy Trust's ('we' / "our' / 'us') expectations of our employees' ('you') in relation to our Curriculum. Our curriculum is designed to develop inquisitive, independent thinkers with a love of learning. We understand that the curriculum, both within taught lessons and beyond them, should create an environment where questioning, academic risk-taking, divergent thinking and the freedom to learn from mistakes are all encouraged.

We are committed to equality and value diversity and inclusivity. As such we are committed to fulfilling our Public Sector Equality Duty (Equality Duty) obligations and expect all staff and volunteers to share this commitment.

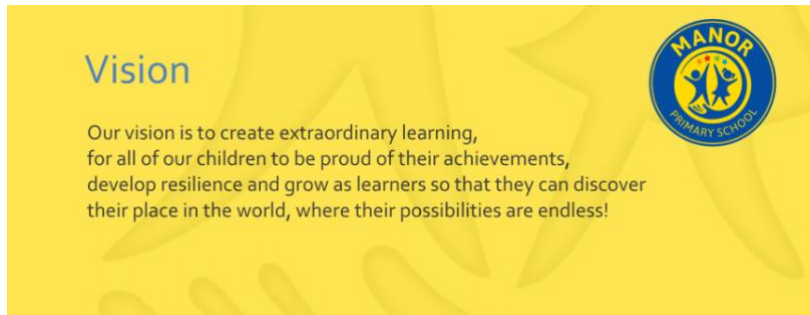
This policy should also be applied in accordance with our curriculum policy, ICT Acceptable Use Policies and Procedures and Health and Safety Policy. Copies of all policies and procedures can be accessed via the All MAT Staff area on Teams.

Scope

This policy applies to employees, workers, agency workers, consultants, volunteers and pupils, whether during working hours or otherwise.



Our Vision



To achieve this vision, we aim to provide an ambitious first-class educational experience for every child who attends our inclusive primary schools believing the quality of education a child receives empowers their future choices and life chances.

Our computing curriculum policy is underpinned by **our Manor core values**.

It will be delivered with **integrity**, ensuring all of our children experience all of our curriculum intent, leading to complete exposure to EYFS Framework and full National Curriculum leading to a full experience, curriculum completeness.

It will be **exceptional and** ambitious for all, all children will access it in its entirety, and it be an entitlement for every child, irrespective of their starting points.

It will be developed through full **collaboration**, collaboration with the MAT and collaboration across the schools using everyone's skills and expertise leading to full ownership.

It will **respect** children's starting points and be inclusive, every child will see themselves in it and every child will have full access to it.

Our Ambitious Intent

At Manor Primary School, the intent of our Computing Curriculum is to offer a broad, balanced, rich and vibrant curriculum that provides challenging pathways to achievement for all learners, no matter their starting point. We intend that it will provide children with the skills necessary to use a range of differing technologies; ensuring children become confident, creative and independent learners who are able to use technology in an effective way.

Through their learning in Computing, children will find, explore, analyse, exchange and present information. Children will discover how to use a range of hardware and software to create, use and edit images, sounds, animations, websites, blogs, databases and algorithms. Through their growing knowledge and understanding of computing, children will gain an appreciation of how to use technology safely and respectfully, promoting our key British Values.

Our Curriculum Implementation

Our Computing Curriculum at Manor Primary School, will enable children to gain a broad and balanced understanding of the key computing skills and knowledge of digital literacy, information technology and computer science required for life. The curriculum supports children in developing their understanding of how technology is used effectively and safely in the world around them.

Organisation and Planning:

The school's Medium term planning and coverage of key Computing skills will be used by teachers to create short term plans, this will drive the journey of Computing for every year group, building on from prior learning and develop progressively key skills and developing depth.

In Early Years, we teach Computing in nursery and reception classes as a part of the topic work covered during the year. As the Nursery and Reception classes are part of the Foundation Stage of the National Curriculum, we relate the Computing aspects of the children's work to support objectives in the Early Learning Goals (ELGs) which underpin the curriculum planning for children aged three to five. The children have the opportunity to use computers, digital cameras and programmable devices such as Beebots.

In Key Stage 1, we teach Computing both as discrete lessons in which the children learn new skills; alongside using their new found skills in other areas of the curriculum in order to support and enhance their learning.

Children are given the opportunity to explore how computers can be used to create new content, program, communicate with others and research for a range of different purposes. During the year, children will have the opportunity to use computers, digital cameras, iPads, programmable devices and green screen technologies in a variety of ways.

In Key Stage 2, children continue to implement and develop a wider range of purposeful skills that permeate through curriculum subjects. At Manor, children have an ignited passion through enjoying and exploring the National Curriculum. Children continue to enhance their understanding of computing science where they are taught the principles of information and computation, how digital systems work and the practical implications for programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create and explain programs and algorithms. Pupils are taught how to be digitally literate in order to express themselves and develop their ideas through information and communication.

Our Children's Charter

We champion each child at Manor to gain entitlement to

In Computing our children are entitled to a world class curriculum which enables them to;

- Become competent, confident, creative and responsible users of information and communication technology.
- Become digitally literate by using computing proficiently to find, select and use information and for effective and appropriate communication.
- Gain a knowledge of how computing is used in real world systems and used to create purposeful products.
- Apply a range of hardware and software to create programs, systems and a range of content.
- Understand and apply the fundamental principles and concepts of computer science including abstraction, logic, algorithms and data representation.
- Monitor and control events both real and imaginary.
- Gain practical experience of writing computing programs to solve problems.
- To evaluate and apply information technology analytically to solve problems.
- Apply their computing skills and knowledge to their learning across the curriculum.
- Have access to a range of resources including physical devices e.g. Beebots, hardware-iPads, computers, green screens, media suite and software.

Our Curriculum Impact

Our curriculum design will lead to outstanding progress for all pupils, regardless of their starting points, over time. Planned learning will progressively build on prior knowledge and understanding and support children in producing outcomes of the highest quality. Teaching and learning is adapted to cater for the needs of all pupils; providing support for children with special educational needs and enrichment and challenge for more able children.

The Computing Subject leads are responsible for regularly monitoring and reviewing the curriculum, the standard of the children's work and the quality of teaching in Computing including seeking the children's views. The Computing Subject leads are also responsible: for supporting colleagues in the planning and teaching of computing, for being informed about current developments in the subject, and for providing a strategic lead and direction for the subject in the school. Time will be allocated for reviewing samples of children's work and for visiting classes to observe teaching in the subject. Feedback will be given around what is going well and what are the ways to grow.

Our assessment system of Building Blocks will be used by the children and staff to reflect on the progress that is made over time. Assessments will be made based upon observations of learning alongside written and non-recorded outcomes. A summary judgement about the work of each pupil in relation to the National Curriculum Age Related Expectations will be made at the end of each unit of work. This forms the basis for assessing the progress of the children and the level of attainment at the end of a school year. The Computing leads will evaluate progress that has been made and the impact of the curriculum to ensure all pupils have been taught the knowledge and skills they need to deepen their computing understanding.

Breach of Policy

Any breaches of this Policy will be managed under the Trust's Disciplinary Policy and Procedure, which can be located in the All MAT Staff area on Teams