



Sheldwich Primary School

Computing Policy

Rationale

Computing skills are essential for modern life. At Sheldwich Primary School, we place great emphasis on computer science, teaching the children the foundational programming skills and understanding that they will need to harness the power of computing systems. Children are also introduced to a range of applications which they employ to manipulate information, develop their ideas and express themselves through creating digital content. As members of an increasingly connected digital world, the children are taught to be safe and responsible users of technology.

Aims

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology

Objectives

- To provide children with an understanding of computing science principles, and opportunities to put those principles to work in a variety of contexts
- To promote logical and computational thinking, both 'plugged-in' and 'un-plugged', through application, discussion and analysis of sequential problem solving.
- To encourage creativity and imagination when solving problems, developing programs or producing media.
- To enable confident use of different technologies to express ideas in different mediums, for a range of purposes and to engage with the world.
- To enable all children to evaluate the benefits of the digital world and its impact on society.
- To teach children how to act responsibly and safely in their online interactions and understand the potential benefits, opportunities, difficulties and dangers that the online world can present.

Principles of Teaching and Learning

Teachers will utilise units of work from SwitchedOn Computing and Teach Computing, supplemented by their own planning. The school computing lead will ensure, in discussion with the teachers, that there is a broad and balanced curriculum covering computer science and digital literacy.

Pupils will use a wide range of digital hardware to support their learning, including desktop computers, tablets, and physical computing devices (such as micro:bits and robots). They will learn to code in block-based programming environments (such as Scratch Jr, Scratch, Makecode) and be introduced to text-based programming languages (such as HTML, Javascript and Python). During their computing lessons, children will also become proficient using software for a range of purposes: word-processing, data analysis, presentation, photo-editing, film-editing, audio-creation, blogging, digital art, wikis and stop-motion animation.

Regular training will maintain high standards of understanding of computer science concepts across the teaching and support staff. Where appropriate, lesson swaps may be arranged to allow specialist teachers to bring deeper subject knowledge to the lessons and enhance the computer science provision.

Differentiation and AEN

Activities will be structured and modelled to allow for different levels of achievement by pupils and to include extension tasks or challenges for the more able. Consideration will be given to modifying the task, or providing peer or adult support, for children having difficulty accessing a task.

Assessment

Assessment takes the form of ongoing teacher assessment recorded termly by class teachers.

Social Media Use

Sheldwich Primary School does not advocate or approve of children aged 11 years or under having mobile phones or using apps or social media sites inappropriate for their age (see Appendix 1). As a result, any instances of poor behaviour that have taken place via text message or age-inappropriate apps may be reported to the school, but the school will not investigate these incidents or punish individuals involved, unless this affects behaviour or learning at school. Parents should be responsible for the child's use of digital media; incidents of poor behaviour within these contexts should be dealt with outside of school between the parties involved.

***PB: September 2023
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App/Social Media Site	Description	Age Restrictions
Instagram	Instagram is a photo and video sharing app that is popular with teens. People on Instagram can connect with one another through comments, captions, reels, stories and hashtags on photos and videos. Young people use Instagram as a way to engage with their friends, share pictures and videos of their lives or things they like doing, and as a way to share their creativity in stories.	13 years+
Facebook	Facebook is a social network that is popular globally with over a billion users. It has a range of safety features and advice, including advice about how to deal with concerns and how to protect your privacy. Young people use Facebook to connect with friends or family, to see and share updates and posts, and to follow brands, celebrities and influencers they like.	13 years+
TikTok	TikTok is a social media platform that allows users to express themselves through dancing, lip-synching, comedy sketches, makeup tutorials, and by telling stories about their lives in short videos that can be shared with others in the TikTok community. Videos are between 15 seconds and three minutes long. There are also a range of TikTok Influencers who create videos which get viewed millions of times.	13 years+
Snapchat	Snapchat is a messaging app that is popular with teenagers which allows them to share user-generated photos, texts and videos which only last on screen for a matter of seconds, these are called 'snaps'. Once a snap is sent to someone else, it can last on the screen of the receiver for between 1 and 30 seconds before disappearing. Users can also add images or videos to their story for their followers to see for 24 hours.	13 years+
YouTube	YouTube is a video-sharing website that is owned by Google. There are a range of safety features such as reporting tools and restricting access to inappropriate content in Safety Mode.	13 years+
WhatsApp	WhatsApp is a free mobile messaging app which allows users to send and receive messages, images and videos to their existing phone contacts, using an internet connection. WhatsApp users can create groups and send messages to lots of their friends at the same time. WhatsApp is end-to-end encrypted meaning that only the sender and recipient can see the contents of a message.	16 years +
X (Twitter)	X is a social media platform that allows users to communicate in short messages called tweets. Many people use X for news, as well as to follow their friends, favourite celebrities or brands.	13 years +
Be Real	The app is designed so that users are sent a notification at a randomized time each day. This notification lets them know that the two-minute slot to post a photo has begun and encourages users to post showing exactly what they're doing in that moment. Users are initially prompted to post within this two-minute window; however, they can also post at any time in the day. Users cannot see any of their friends' posts until they have posted their own photo. Users of BeReal can only post once a day, so private newsfeeds are limited to only show posts from friends that day. The app does not show posts from previous days, only showing users their own archived posts. The "Discovery" newsfeed, features posts that have been set to public mode, which can lead to an increased amount of time scrolling.	13 years +

Information obtained from <https://www.saferinternet.org.uk/> and correct at time of printing. See website for further information if required. Advice and support about keeping children safe online can be accessed here: <https://www.childnet.com/help-and-advice/parents-and-carers>