

Curriculum

The purpose of the policy at Ardley Hill Academy is allow children to:

- Develop ICT capability in finding, selecting and using information.
- Use ICT for effective and appropriate communication.
- Monitor and create events both real and imaginary.
- Apply hardware and software to creative and appropriate uses of information.
- Apply their ICT skills and knowledge in all areas of the curriculum in preparation
- for life after compulsory education.
- Use their ICT skills to develop their language and communication skills.
- Explore their attitudes towards ICT and its value to them and society in general,
- for example, to learn about issues of security, confidentiality and accuracy.

Ardley Hill academy follows the Rising Stars scheme of work to deliver the Computing Curriculum. In KS1 children; programme a beebot, make movies, programme using scratch, learn to take pictures and there is a clear cross curricular link between the computing taught and other subjects. In KS1 children have computing books to record their learning.

In LKS2 children build on the KS1 skills and continue to programme using scratch, learn to send emails, web-browse, be creative in movie making and editing. As well as understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration

In UKS2 the children build on and extend all previous skills and; design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems.

Aims and Objectives

Our aim is to prepare pupils to participate in a rapidly changing world in which work and other activities are increasingly transformed by access to varied and developing technology.

Ardley Hill Academy ICT policy 2018



Rowena
Baldwin

2018-2019

Assessment

Assessment of Computing takes places termly using Classroom Monitor. The data is tracked and analysed and feedback is given to teachers. Leaders conduct learning walks, pupil conversations, and look in children's computing books (ks1). Within lessons pupils use tools such as 'stars and wishes and 'traffic lights' to assess the work of their peers as well as their own..

Resources

Every teacher has access to a laptop and class iPad.

Every class has access to timetabled use of 30 mini ipads, which are used for Computing lessons or to aid learning in other topics.

Most classes also have class laptops for the children to use in lessons.

There are 30 kindle fires allocated to classes on a daily basis to aid learning through the program Flurrish which the children use to develop mental recall of timetables and number facts.

Monitoring

Monitoring computing will enable the coordinator to gain a good overview of the teaching and learning throughout the school. This will assist the school in the self evaluation process identifying areas of strength as well as those for development In monitoring of the quality of computing teaching and learning the coordinator will:

- Observe computing teaching and learning in the classroom
- Hold discussions with teachers
- Analyse assessment data

There is an annual review of this policy by the computing coordinator.

E-safety

In delivering the curriculum, teachers plan for safe internet use as well as deliver the teaching of e-safety.

In early years and KS1 children learn all about this through thinkknowhow-Hectors world.

In KS2 this continues through lessons dedicated to safety termly following guidelines on teaching internet safety. As well as taking part in internet safety week and addressing any discussions around this when they may arise.