Emmaus Primary School

Church of England and Catholic Primary School

Travelling together with Jesus

Computing Policy

Intent

At Emmaus, our Computing curriculum is designed to be inclusive, engaging, and ambitious. Our intent is to deliver a curriculum that is accessible to all and maximises the development of each child's knowledge, skills, and confidence in computing. By the end of Key Stage 2, we want all pupils to be digitally literate, equipped to navigate and contribute to the modern world with independence, responsibility, and creativity.

Our curriculum is built upon a clear progression of knowledge and vocabulary from Early Years to Year 6, ensuring that pupils know more, remember more, and understand more as they move through the school.

We aim to:

- Develop a rich and relevant understanding of the digital world, helping pupils make sense of the technology that shapes their lives.
- Deliver the National Curriculum through the key strands of Computer Science, Information Technology, and Digital Literacy.
- Prepare pupils to use technology safely and responsibly in a digitally connected society.
- Empower children to adapt confidently to new technologies and the challenges they bring.

Our Computing curriculum is also intrinsically linked to our whole school curriculum drivers:

📖 Gospel Values

We teach pupils to use technology safely and respectfully, promoting kindness, empathy, and integrity online. Through Computing and events like Safer Internet Day, children learn to be ethical digital citizens, fully aware of both the risks and rewards of technology.

🌍 Cultural Capital

We provide real-world digital experiences that promote pupils' communication, collaboration, and critical thinking. Tools such as blogs, emails, and digital presentations foster confidence and purpose, helping children express themselves in meaningful ways.

🤝 Diversity

We celebrate representation within the computing world. Children learn about diverse figures in tech, and see role models from various genders, ethnicities, and backgrounds, reinforcing the belief that computing is for everyone.

🧠 Independence

Our pupils are encouraged to explore, problem-solve, and be creative with technology. We nurture their ability to become resilient, flexible, and confident users of digital tools.

🚀 High Expectations

We set ambitious goals that challenge and inspire all learners, regardless of background or ability. Every child is supported to achieve their full potential and develop a growth mindset in computing.

Implementation

At Emmaus, Computing is taught through a well-planned and carefully sequenced curriculum that ensures progression of knowledge and skills across all year groups. We follow a structured scheme of learning based on the three key strands:

Computer Science – programming, algorithms, and understanding systems.

Information Technology – using applications for collecting, analysing, and presenting data.

Digital Literacy – understanding how to use technology safely, respectfully, and responsibly.

Lessons are tailored to meet the needs and interests of each cohort, and teachers adapt their delivery to reflect current events, pupil engagement, and available resources. Wherever possible, cross-curricular links are made to enhance learning and make it more meaningful.

We use a wide range of devices and platforms, including Chromebooks, iPads, interactive whiteboards, and web-based tools, to provide hands-on, relevant experiences. Adaptive teaching ensures that all pupils, including those with SEND, can access the curriculum and achieve success. Teaching assistants are deployed strategically to provide targeted support and promote independence.

Enrichment opportunities such as coding challenges, digital storytelling, online safety workshops, and Safer Internet Day further enhance the curriculum and deepen pupil engagement.

Staff receive regular professional development to stay up to date with advances in technology and effective computing pedagogy, ensuring confident and consistent teaching across the school.

Impact

The impact of our Computing curriculum is seen in how our pupils grow into confident, competent, and responsible digital citizens. They leave Emmaus with the skills, knowledge, and mindset to engage with technology thoughtfully and effectively.

Our pupils:

- Know more, remember more, and do more in computing.
- Are digitally literate, ready for the next stage of their education and life in a digital world.
- Use computational thinking to approach problems logically and creatively.
- Demonstrate an excellent understanding of online safety and how to protect themselves and others.
- Communicate clearly and confidently using digital tools and understand the ethical implications of technology.
- Show a positive attitude towards computing, seeing it as a tool for learning, expression, and innovation.
- Are inclusive and respectful, celebrating diversity in the digital world and understanding that technology is for everyone.

In short, we are developing pupils who are not just consumers of technology, but thoughtful creators, responsible users, and lifelong learners equipped to thrive in the digital age.

Curriculum Overview

At Emmaus, our Computing curriculum is carefully designed in line with the **National Curriculum 2014** statutory requirements. We follow the **Purple Mash Computing Scheme of Work** from Year 1 to Year 6, providing our pupils with a progressive, engaging, and ambitious learning journey in Computing.

The Purple Mash scheme equips teachers with clear, age-appropriate weekly plans and resources that help deliver high-quality lessons, ensuring all pupils are supported and challenged to reach their full potential. The scheme is flexible, cross-curricular, and well-aligned with our **foundation assessment framework**, providing comprehensive coverage of key Computing skills.

Teaching and Learning

Computing at Emmaus is a **hands-on, practical subject**, where creativity, logical thinking, and problem-solving are encouraged. While direct instruction is occasionally required, we prioritise **active learning**, enabling pupils to explore technology purposefully and apply computational thinking across subjects.

Our teaching approach includes:

- Encouraging exploration and independent learning.
- Developing logical reasoning and debugging skills.
- Using technology to **organise, store, retrieve and present information** effectively.
- Promoting creativity through digital media and coding.

We recognise the varying levels of access and prior experience pupils have with technology, and adapt our teaching to ensure **equity and inclusion** through:

- Open-ended tasks with multiple entry points.
- Differentiated levels of challenge.
- Flexible grouping strategies.
- A range of resources tailored to individual learning needs.
- Skilled support from teaching assistants.

Cross Curriculum Links

Computing is embedded across the curriculum and supports learning in a wide range of subjects:

English

- Enhances writing and editing through digital tools.
- Supports communication through email, blogging, and safe online forums.
- Improves presentation skills via publishing software.

Mathematics

- Reinforces data handling, graphing, and measurement.
- Supports logical problem-solving and programming concepts.

PSHE & Citizenship

- Encourages collaboration and teamwork through group-based digital projects.
- Promotes digital citizenship and online safety.
- Explores global connections and the ethical use of technology.

Early Years Foundation Stage

In line with **Development Matters**, Computing is embedded into EYFS learning through the areas of **Understanding the World**, **Physical Development**, and **Expressive Arts and Design**.

Children in Nursery and Reception:

- Develop early Computing skills through play and exploration.
- Use recording devices to support communication, particularly for EAL learners.
- Engage with role-play scenarios that mimic real-world technology use.
- Explore programmable toys (e.g. Bee-Bots), iPads, and interactive boards.
- Use digital tools in outdoor and sensory learning contexts.

EYFS practitioners nurture key computational thinking traits such as **problem-solving, critical thinking, making connections**, and **learning from mistakes**.

Resources

At Emmaus, we are well-equipped with a wide range of digital technologies:

- **Interactive whiteboards** in every classroom.
- **Teacher laptops and iPads** for all staff.
- The **Lowden Suite**: a computing lab with 32 networked PCs.
- A **trolley of 32 iPads** for in-class or off-site use.
- **Assistive devices** for pupils with SEND.
- A wide range of hardware, including:
  - Bee-Bot programmable robots
  - Recordable microphones
  - Digital cameras
  - Green screen
  - Data loggers
  - 16 Micro:bits (donated by the BBC)

Assessment and Recording

We use a **combination of formative and summative assessments** to monitor Computing progress:

- Each unit within Purple Mash includes **assessment statements** aligned to National Curriculum objectives.
- Teachers use **weekly observations, digital work samples, and student reflections** to assess progress.
- **Progression of Skills documents** and Purple Mash tools (e.g. preview and correct features) support real-time feedback.
- **Termly summative judgements** are recorded in our Foundation Assessment document.
- Evidence may include **digital portfolios, recorded discussions, screencasts**, and pupil reflections—capturing both skill development and conceptual understanding.

This approach allows senior leaders and subject leads to **track individual, class, and cohort progress** effectively.

Monitoring and Evaluation

The **Computing Subject Leader** plays a key role in maintaining high standards by:

- Observing teaching and learning.
- Reviewing planning and pupil work.
- Holding pupil voice interviews and staff discussions.
- Evaluating the impact of resources and curriculum delivery.

In addition, the Subject Leader:

- Maintains the **Computing Action Plan**.
- Coordinates **CPD** for staff.
- Shares best practice from briefings and training.
- Promotes Computing across the school through displays, projects, and themed events.
- Leads initiatives such as **Computer Science Week** and **Safer Internet Day**.

The Subject Leader also supports our **Digital Leaders**, holding regular meetings and encouraging pupil leadership in digital safety and innovation.

Online Safety

Online safety is integral to all areas of Computing and safeguarding. For full guidance, see our **Online Safety Policy**. The Computing Lead works closely with the DSL to ensure online safety education is current, relevant, and embedded throughout the curriculum.

Spiritual, Moral, Social and Cultural (SMSC) Development

Computing contributes significantly to our pupils' SMSC development by promoting:

- **Enjoyment and curiosity** in exploring the digital world.
- **Imagination and creativity** in problem-solving.
- **Reflection** on their experiences and online behaviour.
- Understanding of **right and wrong** in the use of technology.
- **Social cooperation** through collaborative projects and teamwork.
- Engagement with **cultural and global issues**, encouraging responsible digital citizenship.

Date: September 2025

Date of next review: September 2026