West Byfleet Infant School
We Belong, Inspire, Succeed

Computing POLICY

Context of Policy to our School vision and Values

At West Byfleet Infant School we recognise that pupils are entitled to a computing education reflecting the realities of the modern world we live in.

We use a structured, progressive approach to learning how computer systems work, how to use IT to support their learning across subjects, and how to be both digitally literate and safe online.

We know that children's use of computers and mobile devices are ever changing and evolving, and therefore we consistently review and update our curriculum offer to ensure it remains relevant and representative of this fast-moving discipline.

Member of staff responsible	Computing Lead
Policy agreed/last reviewed	September 2025
Next review date	September 2026
Other Related Policies	E-Safety
Is it a Statutory Policy?	No
Does it need Governor approval?	No

At West Byfleet Infant School we aim:

1. To promote the use of computing skills and devices across the curriculum.
2. Provide a broad, balanced, challenging and enjoyable curriculum for all pupils.
3. Develop pupils' computational thinking skills that will benefit them throughout their lives.
4. Meet the requirements of the national curriculum programmes of study for computing at Key Stage 1.
5. To equip pupils with the confidence and skills to use digital tools and technologies throughout their lives.
6. To enhance and enrich learning in other areas of the curriculum using IT and computing.
7. To develop the understanding of how to use computers and digital tools safely and responsibly.

At West Byfleet Infant School we ensure that our children can:

- Use their computing skills creatively, purposefully and safely.
- Think logically and use these skills to programme devices.
- Have access to working, up-to-date devices.
- Learn to work collaboratively and listen to others.

Teaching and Learning

At West Byfleet we believe in teaching computing skills that are going to benefit the children as they progress in their education. We want to not only teach the EYFS and KS1 curriculum objectives, but also provide opportunities to develop their basic skills in ICT.

Practical work

Children will be given the opportunity to use a range of programable devices such as Beebots and Ipads. This will provide hands on experiences for the children. The children also have access to Chromebooks to use for explicit Computing objectives and cross curricular opportunities.

Assesment and Recording

Where necessary, children's work will be saved in their own personal "to-do's" on purple mash. Teachers will be responsible for ongoing informative assessment to show the progression of children's computing skills. Lessons should be adapted and modelled carefully to ensure that children are building on skills each time they are taught.

Early years

It is important in the foundation stage to give children a broad, play-based experience of IT and computing in a range of contexts, including off-computer activities and outdoor play. Early years learning environments should feature IT scenarios based on experience in the real world, such as in role play. Children gain confidence, control and language skills through opportunities such as 'programming' each other using directional language to find toys/objects, creating artwork using digital drawing tools and controlling programmable toys.

Monitoring and evaluation

The subject leader is responsible for monitoring the standard of the children's work and the quality of teaching in line with the schools monitoring cycle. This may be through lesson observations, pupil discussion and evaluating pupil work. We allocate time for the vital task of reviewing samples of children's work and for visiting classes to observe teaching in the subject.

Cross curricular links

As a staff we are all aware that IT and computing skills should be developed through core and foundation subjects. Where appropriate, IT and computing should be incorporated into schemes of work for all subjects. IT and computing should be used to support learning in other subjects as well as developing computing knowledge, skills and understanding.

Resources and access

The school acknowledges the need to continually maintain, update and develop its resources and to make progress towards consistent, compatible computer systems by investing in resources that will

effectively deliver the objectives of the National Curriculum and support the use of IT, computer science and digital literacy across the school. Teachers are required to inform the computing subject leader of any faults as soon as they are noticed. Resources, if not classroom based, are located in a central cupboard. A service level agreement is currently in place to help support the subject leader to fulfill this role both in hardware & software. Computing network infrastructure and equipment has been sited so that:

- Every classroom has a computer connected to the school network and an interactive whiteboard with sound.
- Each class teacher has an Ipad and 2 x Ipods for the class
- Internet access is available in all classrooms.
- Computing is taught as a stand alone subject for its skills – these are timetabled every other week / blocks in KS1.
- The Chromebooks and iPads will be available for use throughout the school day as part of computing lessons and for cross-curricular use.
- Pupils may use IT and computing independently (once class teachers are confident their core e-Safety understanding is secure), in pairs, alongside a TA or in a group with a teacher.
- The school has a computing technician who is in school weekly.

Reporting to parents:

Parents are informed formally of the children's learning in Computing via the end of year report. This includes the objectives taught across the year.