St Augustine of Canterbury
Roman Catholic Primary School
Christus Heri, Hodie, Semper

Computing and Online Safety Policy 2026-2027

Vision

At St Augustine's, our vision is to provide a high-quality computing education which equips children to use computational thinking and creativity to understand an everchanging world dominated by technology. We want our learners to have the confidence, skills and understanding of how to conduct themselves with respect, and others. Our curriculum vision is to build on the pupils' already impressive understanding of technology and how this can be used positively whilst remaining safe online

Aims

- To ensure children leave school digitally literate, possessing a host of information and technology skills that allow them to utilise a wide range of technology for a range of purposes.
- To develop children's computational thinking skills, which allows them to construct, programme and debug algorithms.
- To provide children with the opportunity to use technology purposefully and safely to support their learning across the curriculum

Curriculum Statement

Intent	In line with the 2014 National Curriculum for Computing, our aim is to provide a high-quality Computing and Online Safety education which equips children to use computational thinking and creativity to understand a changing world. The curriculum will teach the children key knowledge about how computers and computer systems work and how they are designed and programmed. Learners will have ample opportunity to gain an understanding of computational systems of all kinds. By the time our pupils leave us at the end of KS2, children will have gained key knowledge and skills in the three main areas of the computing curriculum; computer science (programming and understanding how digital systems work), information technology (using computer systems to store, retrieve and send information) and digital literacy (evaluating digital content and using technology safely and respectfully). Technology is ever-changing and with it, changing the lives of our pupils both presently and in the future. Through teaching computing, we equip our children to participate in a rapidly changing world where work and leisure activities are increasingly transformed by technology. A huge part of our curriculum is ensuring children have access to a robust understanding of Online Safety.
Implementation	Computing is taught through the Teach Computing curriculum which focuses on the 3 main areas of Computing through 6 units (2 for each area). Computing can be seen amongst other areas of the curriculum such as Maths, Science, Art and DT. When possible and appropriate, Computing skills are encouraged across all curriculum areas. By following the Teach Computing curriculum, clear progression is seen across all year groups by building on previous learning and challenging further with enriching

	opportunities. In line with the Teach Computing curriculum, we follow the Education for a Connected World framework to ensure explicit online safety skills are taught which support the current learning of the children and any cohort related issues are addressed to support our young children. In EYFS, our youngest pupils are exposed to the technology available at St Augustine's to develop their understanding of computing, ready to access the Teach Computing curriculum when they enter Year 1. Technology such as iPad's, Chromebooks, Beebots and interactive whiteboards are used to introduce our EYFS children. <u>Online Safety</u> Online Safety is a clear part of our broad and balanced curriculum at St Augustine's. The safety and conduct of our pupils are paramount to ensure our children understand the challenges, dangers and opportunities of being online. We ensure our children are responsible and safe whilst online. Online Safety is closely monitored by all staff and the Designated Safeguarding Lead for Online Safety.
Impact	Learning in computing will be enjoyed across the school. Teachers will have high expectations and quality evidence will be presented in a variety of forms. Children will use digital and technological vocabulary accurately, alongside a progression in their technical skills. They will be confident using a range of hardware and software and will produce high-quality purposeful products. Children will see the digital world as part of their world, extending beyond school, and understand that they have choices to make. They will be confident and respectful digital citizens going on to lead happy and healthy digital lives. The subject lead monitors computing across the school to ensure coverage and that children are working towards their objectives. It is assessed formatively within lessons based on objectives and outcomes identified in planning. This is an informal process and includes open questioning, class discussion, child explanations, examples of work and mini plenary opportunities. As well as this, the work is assessed summatively where appropriate. Assessment is used to inform future planning and target setting. Work is saved on the school network or may be printed and filed within the appropriate subject books/folders.

Roles and Responsibilities

The Headteacher will:

- Actively support and encourage staff, praising good practice and supporting staff development, in-service training (particularly for the Computing Lead) and acquiring resources

The Computing Lead will:

- Advise and support staff in planning, teaching and learning of computing and online safety;
- Monitor teachers' planning as part of ongoing subject monitoring and evaluation of practice;
- Use feedback from monitoring to develop an action plan for computing with realistic and developmental targets;

- Audit, identify, purchase and organise all computing resources, ensuring they are readily available and well maintained;
- Document and review the agreed ways of working through a written policy document and knowledge and skills progression
- Compile a portfolio of children's computing work to evidence progression and examples of good practice for staff to refer to;
- Keep up to date on new developments in the use of computing in the curriculum and inform staff
- Promote music throughout the school

The Class Teacher will:

- Be responsible for the planning and teaching of computing as set out in this policy;
- Follow the subject's long term plan and develop termly year group medium term plans and lesson plans provided by Teach Computing and also adapted to meet the needs of all children;
- Embed the computing knowledge and skills progression document within planning and quality first teaching;
- Create and regularly refer to a key vocabulary display within the class linked to each theme

Update to Policy Record Sheet

Date	Reference / aspect of policy to update	Suggested amendments to consider at next review.