



E Primary School

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Headteacher – Mrs J Mills

Elm C of



School Name: Elm C of E Primary School

Review Date: October 2025

Next Review: October 2027

1. Vision and Intent

At [School Name], we believe that a high-quality computing education equips pupils to understand and change the world through computational thinking and creativity. Our curriculum, based on the National Centre for Computing Education (NCCE) Teach Computing scheme, ensures that all pupils:

- Develop digital literacy and become confident, responsible users of technology.
- Understand the principles of computer science, including logic, algorithms, and data representation.
- Can analyse problems in computational terms and write computer programs to solve them.
- Appreciate the relevance of computing across the curriculum and in everyday life.

2. Curriculum Implementation

We follow the NCCE's **Teach Computing Curriculum**, which is structured around the three strands of the National Curriculum:

- **Computer Science** – understanding how digital systems work and how to create programs.
- **Information Technology** – using technology to create, organise, store, manipulate and retrieve content.
- **Digital Literacy** – using technology safely, respectfully, and responsibly.

Each year group receives weekly computing lessons, with progression mapped from EYFS through to Year 6. Lessons are adapted to meet the needs of all learners, including those with SEND.

3. Cross-Curricular Links

Computing is embedded across the curriculum. Pupils use technology to enhance learning in subjects such as English, maths, science, and art. For example, they might use data handling in science or multimedia tools in literacy.

4. Online Safety

Online safety is a core part of our computing and PSHE curriculum. Pupils are taught how to:

- Use technology safely and respectfully.
- Recognise acceptable and unacceptable behaviour online.
- Report concerns about content or contact.

We follow guidance from the UK Council for Internet Safety (UKCIS) and use age-appropriate resources such as Project Evolve and ThinkUKnow.

5. Assessment and Monitoring

Teachers assess computing through:

- Observation of practical tasks.
- Pupil discussions and reflections.
- Work saved in digital portfolios.

Subject leaders monitor teaching and learning through lesson observations, planning reviews, and pupil voice.

6. Staff Development

All staff have access to CPD through the NCCE and local Computing Hubs. The computing lead supports staff with planning, delivery, and assessment.

7. Inclusion and Accessibility

We ensure all pupils can access the computing curriculum by:

- Differentiating tasks and scaffolding learning.
- Using assistive technologies where appropriate.
- Providing additional adult support when needed.

8. Resources and Infrastructure

We maintain a range of hardware and software including:

- Laptops, tablets, and programmable devices (e.g., Bee-Bots, micro:bits).
- Age-appropriate software and online platforms.
- A secure and filtered internet connection.

9. Roles and Responsibilities

- **Computing Lead:** Oversees curriculum delivery, staff training, and resource management.
- **Class Teachers:** Deliver computing lessons and integrate technology across the curriculum.
- **SLT:** Ensure strategic development and resourcing of computing provision.

10. Policy Review

This policy will be reviewed annually by the computing lead and SLT, taking into account updates from the DfE, NCCE, and emerging technologies.